

SEGA™

CD
ROM
S



REVENGERS OF VENGEANCE

REVENGE IS SWEET...
THEY AREN'T!!

Fight
or
Die!

Freaks!
Freaks!
Freaks!

Starring:
Venum



Barko



Psybart



Organa



Extreme
ENTERTAINMENT GROUP™

Rated by V.R.C.

MA-13

Parental Discretion
Advised.

Mature Audiences

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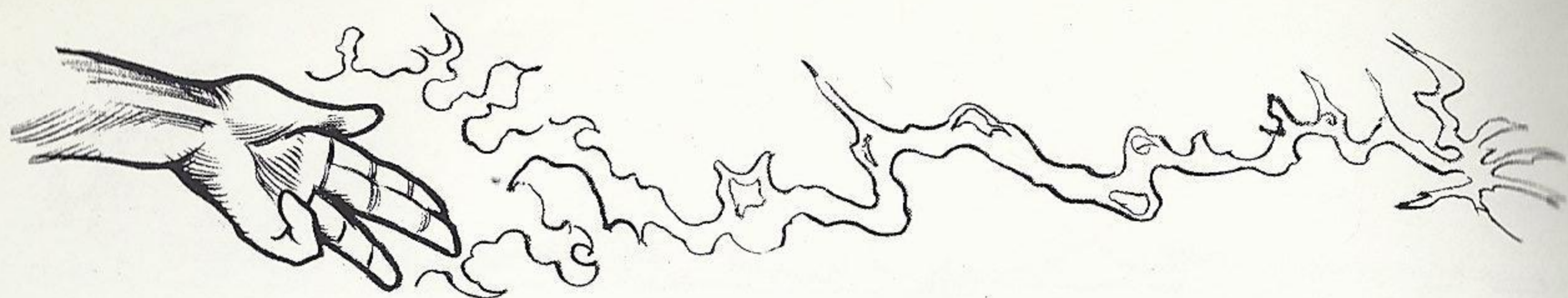


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



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DEATH TO VENUM!!



Long ago and far away, there lies the Impossible World, a fantastic land of wondrous creatures and societies. Here, grotesque, quasi-human beasts live in harmony with the most developed of cultures. The idyllic splendor of the Impossible World is without rival.

Then came Venum, a dark and sinister demon of incredible power, bent on destroying the Impossible World and populating it with his dancing, cackling minions of evil. His demonic hordes swept all before them, and cowed the Impossible World's bravest heroes.

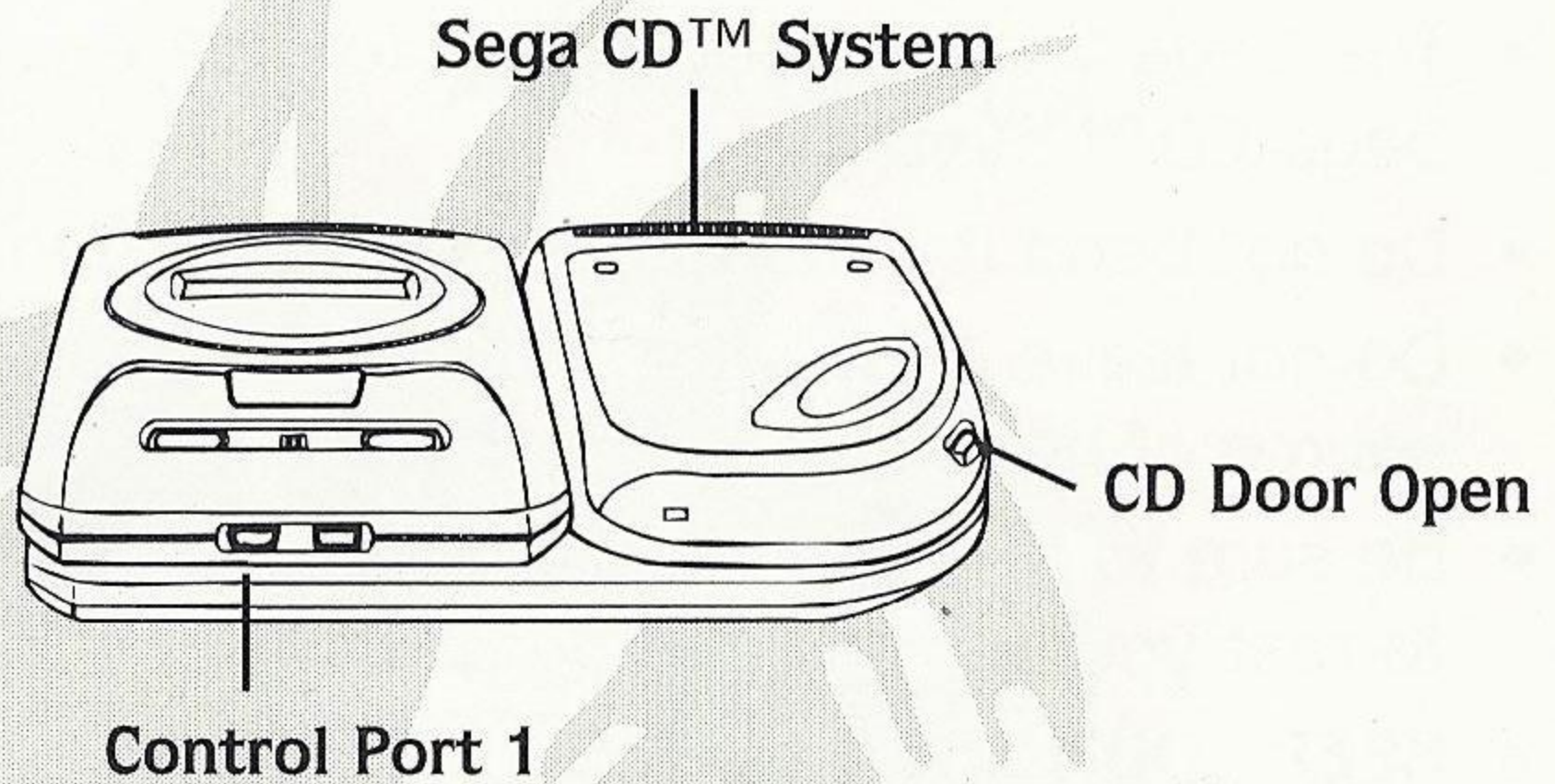
But Venum's conquest is not yet complete, and in his destructive frenzy he has wronged many. Some of these victims—survivors of Venum's gruesome reign of terror—want to even the score. Even now they lie in wait, training for the moment when all of the injustices of Venum's oppression will be avenged. They call themselves Revengers. If they can break his evil grip, life in the Impossible World can move forward into broad, sunlit uplands.

Now, follow the Revengers on an incredible journey of combat that can only end when Venum himself lies crumpled in a bloody, defeated heap. Experience first-hand all of the realities of daily life in a fantastic realm—some glorious and enlightening, some squalid and ghastly! Learn the true extent of Venum's tyranny and feel your hatred for his cancerous oppression grow into an unyielding rage that demands **VENGEANCE!!!**

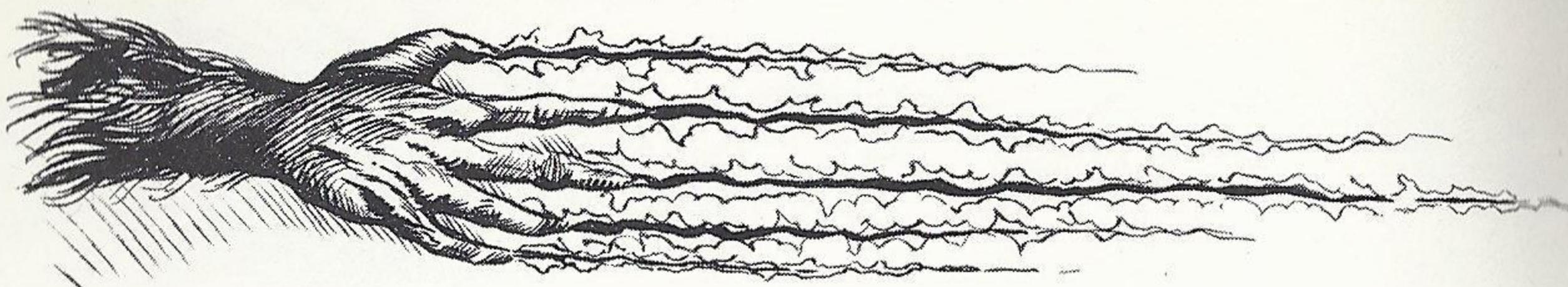


THE FIRST STEP TOWARDS VENGEANCE

Great transgressions have been forced upon you. Although your maddening thirst for total and complete **VENGEANCE** has driven you to the very brink of utter insanity, contain your rage long enough to complete the following steps:



1. A Genesis Controller should be plugged into the "Control Pad 1" port on your Sega Genesis™.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System Directions to open the Sega CD drive. Press the Reset Button and the disc tray will open.
4. Carefully place your **REVENGERS OF VENGEANCE™** CD disc in the Sega CD System with the label-side facing up. Press **START** to close the tray and begin play.



THE FIRST STEP TOWARDS VENGEANCE, CONTD.

Handling Your Sega CD Disc

WARNING: The uncontrollable fury that players may experience as a result of Venum's horrendous injustices may cause damage to your disc.

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth, wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

THE CONTROL PAD: TOOL OF THE VENGEFUL

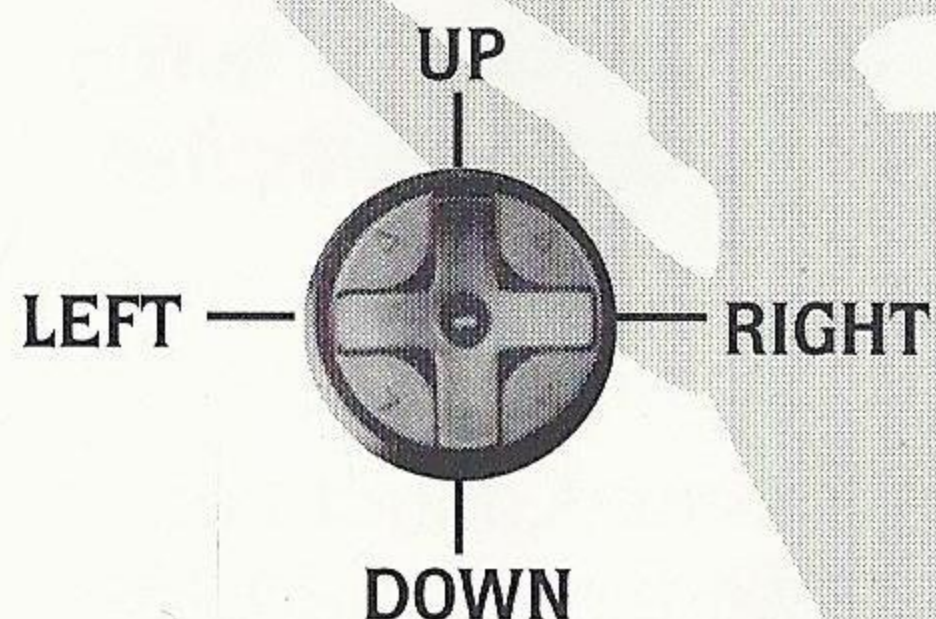
The Control Pad is a Revenger's ultimate tool. Only when it is wielded with skill and ability can the dark plague of Venum be wiped away forever. It is a difficult tool that can only be mastered through hours of intense training and practice. This mastery can only be attained in the heated fury of hand-to-hand combat with other vindictive and vengeful heroes.

- While the following controls apply to all of the Revengers of Vengeance, each Revenger has certain unique moves and attacks, and, consequently, their own advantages and disadvantages in combat. These moves are detailed on pages 32 through 51.

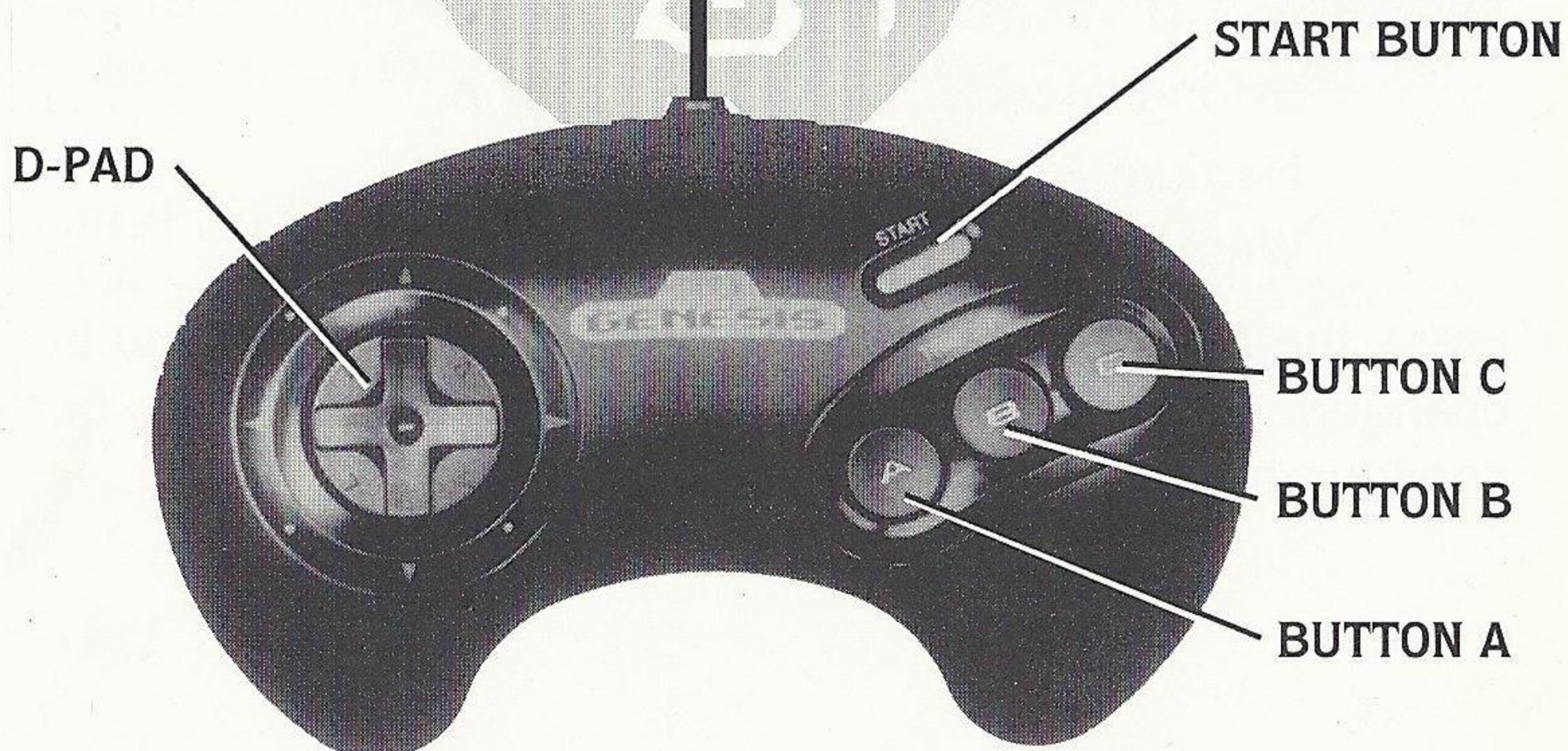


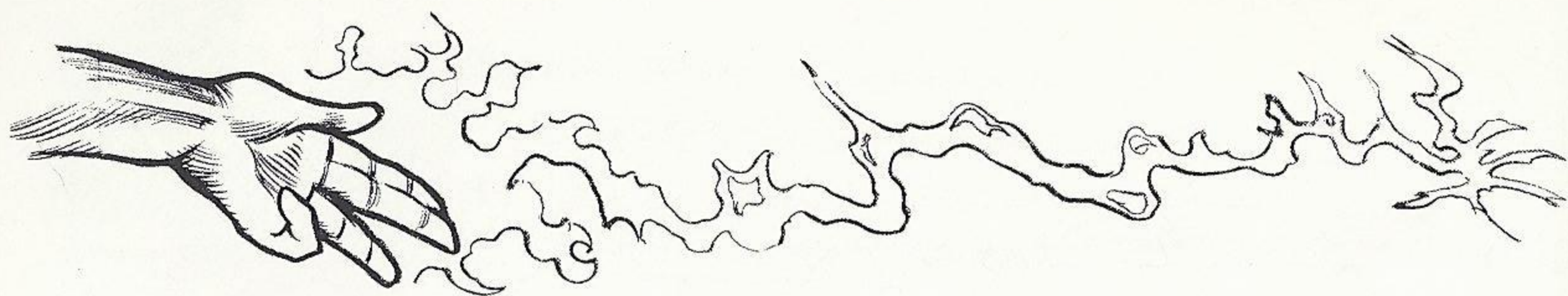
- Players can also customize the Control Pad configuration (see "Options" on page 8 for more details). The following basic moves apply to all 10 Revengers of Vengeance:

D-PAD LEFTMove to the Left
D-PAD RIGHTMove to the Right
D-PAD UPJump
D-PAD DOWNCrouch
BUTTON AStrong Attack
BUTTON BMedium Attack
BUTTON CWeak Attack
START BUTTONPauses/Unpauses Game



CONTROL PAD





OPTIONS:

CUSTOMIZING YOUR VENGEANCE

Use this mode to set the level of game difficulty, customize the configuration of the Control Pad, set game time limits, and adjust other game elements. Options can be accessed on the Game Mode Selection Screen (see page 10).

To Change Game Settings:

- Press the **D-PAD UP** or **DOWN** to select the setting to be adjusted.
- Press the **D-PAD LEFT** or **RIGHT** to adjust the chosen setting.

Game Difficulty

The level of game difficulty can be adjusted to one of three levels: Easy, Normal, Difficult.

Music

Players can sample any of the 23 individual music tracks from the game. Press the **D-PAD** to toggle through the tracks numbered from 00 to 23, and press **BUTTON A**, **B**, or **C** to play the chosen track.

Control

Players can customize the button settings on the Control Pad by using this option. The default Controller button settings for **REVENGERS OF VENGEANCE** are as follows:

Strong Attack.....BUTTON A

Medium AttackBUTTON B

Weak Attack.....BUTTON C

Press the **D-PAD UP** or **DOWN** to highlight the button to be changed, then press the new button desired. The new button configuration will be reflected on the screen.



Direction

The two direction options are Normal (**NORM.**) and Reverse (**REV.**). In the Reverse mode, pressing the **D-PAD LEFT** will move your Revenger of Vengeance to the right, pressing the **D-PAD UP** will cause your Revenger of Vengeance to crouch, etc.

Time Limit

The number of seconds that each round of combat will last can be adjusted in this option. The available settings are: 10, 66, 77, 88, and 99. In the Quest to Destroy Venum Mode, however, the maximum time setting for each combat round is 77 seconds.

Sound Effects

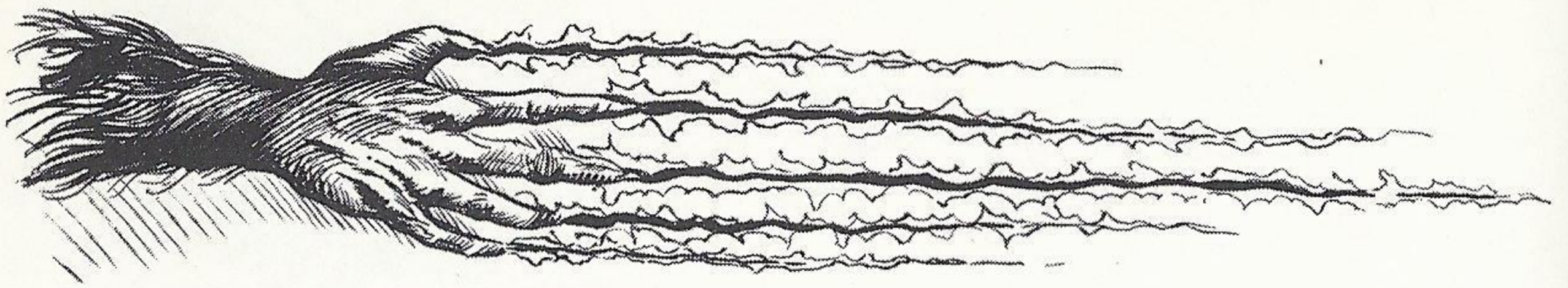
The sound can be adjusted to either Monaural or Stereo. Monaural is the recommended setting for those playing the game on non-stereo televisions, but true Revengers of Vengeance always choose the Stereo setting because it's cooler.

Shadow

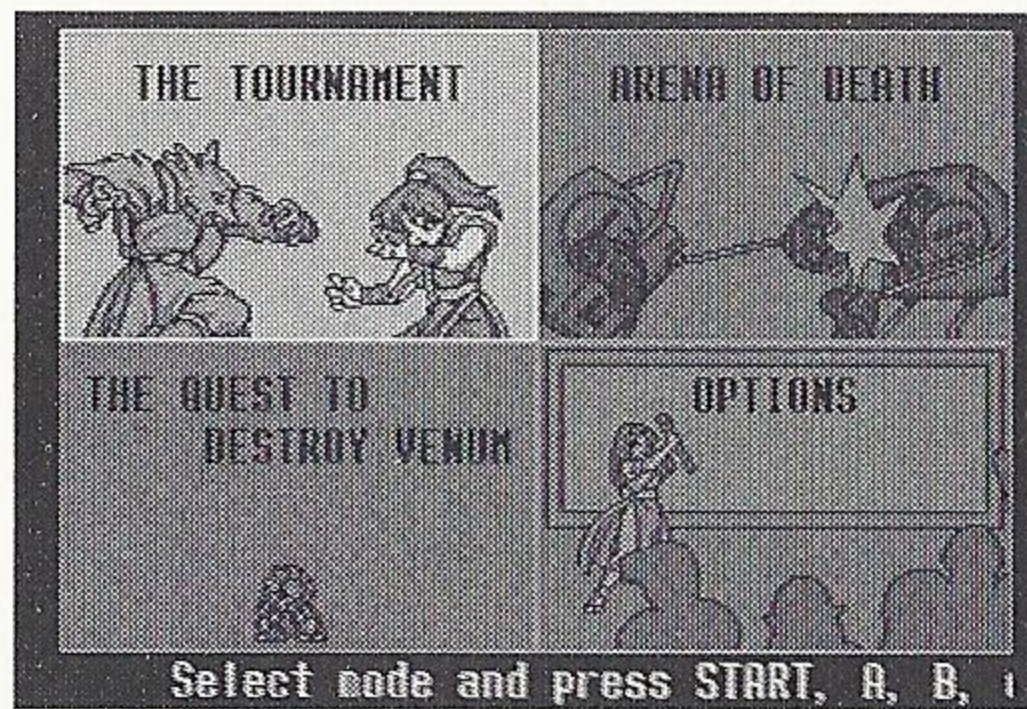
The shadows cast by Revengers of Vengeance while they are locked in life and death struggles can be turned **ON** or **OFF**. All self-respecting Revengers of Vengeance prefer to cast imposing shadows to frighten and intimidate their foes, so it's inadvisable to turn this option **OFF** and ruin the confidence of your fighters.

Exit

Highlight this option and press **START** or **BUTTON A, B, or C** to lock in your chosen settings and leave the Configuration Screen.



GAME MODES: VARIATION ON VENGEANCE



The Game Mode Selection Screen

The Game Mode Selection Screen is divided into four sections: The Tournament, Arena of Death, The Quest to Destroy Venum, and Options.

To Select a Game Mode:

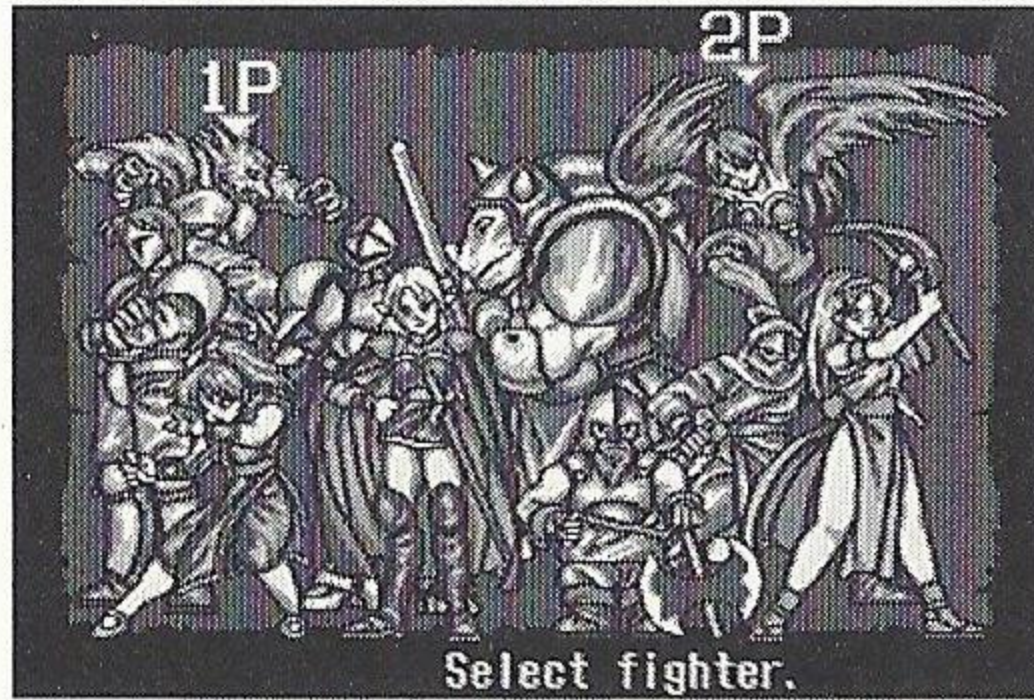
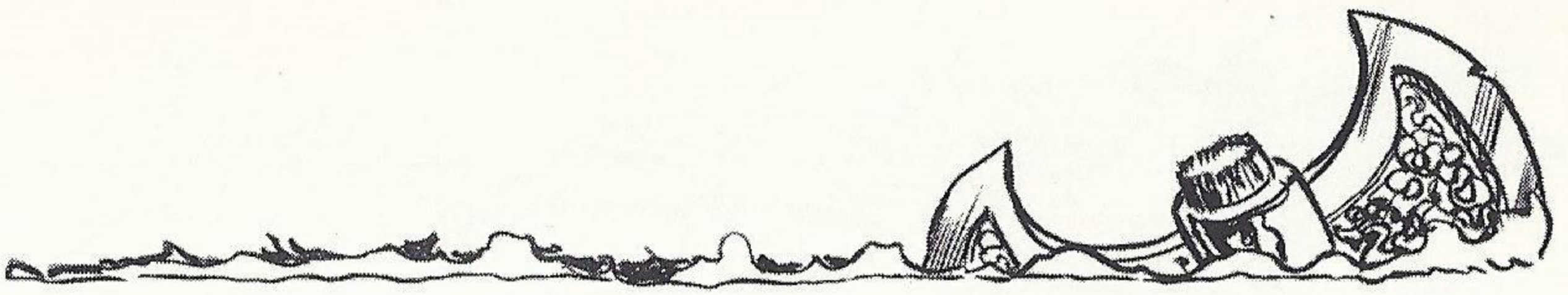
- Use the **D-PAD** to highlight the desired section of the Game Mode Selection Screen.
- Press any button to enter the selected game mode.

THE TOURNAMENT

Take the Revenger of your choice into battle! This is a great way to learn the nuances of each Revenger that will help you in the struggle against Venum! It's also good for a knock-down, drag-out brawl of straight-up, bloodthirsty combat! The three choices in The Tournament are **1-PLAYER MODE**, **2-PLAYER MODE**, and **EXIT**.

To Choose a Revenger for The Tournament:

- Press **RIGHT** or **LEFT** on the **D-PAD** to toggle through all 10 Revengers of Vengeance on the Revenger Selection Screen.
- Players may choose to fight the same Revenger against him or her self.
- Press any button to begin the match.



The Revenger Selection Screen

1-Player Mode

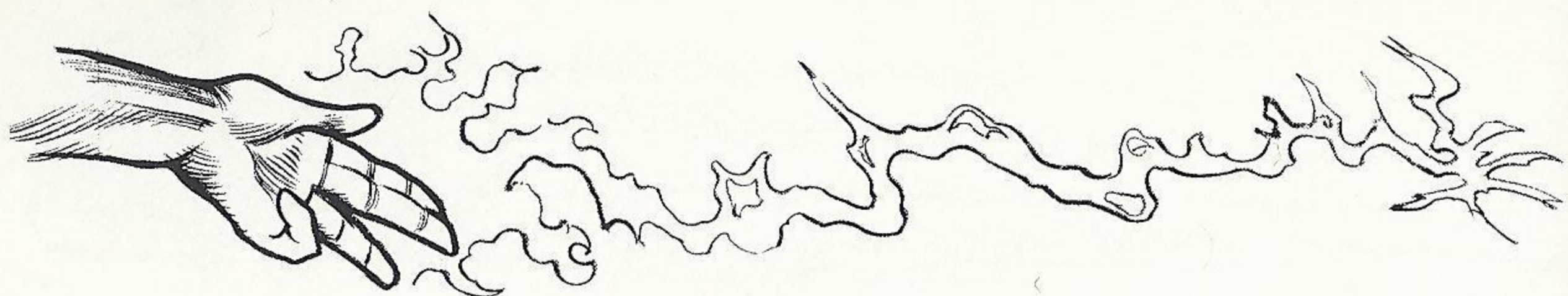
This mode takes a player on an incredible journey of combat that ends only when Venum himself is defeated. Players may choose any Revenger they wish to take on this journey.

- The chosen Revenger travels on a predetermined path of violence and destruction, and must defeat each challenging Revenger along the way (including his or her own evil and twisted alter ego) before reaching Venum on The Island of Agony for the final confrontation.
- When your Revenger is defeated, you will be given the option to continue the fight with another Revenger.

2-Player Mode

Head-to-head competition is the fire in which a true Revenger of Vengeance forges the fiery and brutal skills that will free the beleaguered Impossible World from Venum's oppressive yoke. It's also a lot of fun to challenge your pals to three-round Revenger battles, and kick their butts.

- Each player chooses a Revenger of Vengeance.
- The winner of two of the three rounds of competition is supreme.



THE TOURNAMENT, CONTD.

The Battle Status Screen (2-Player Mode Only)

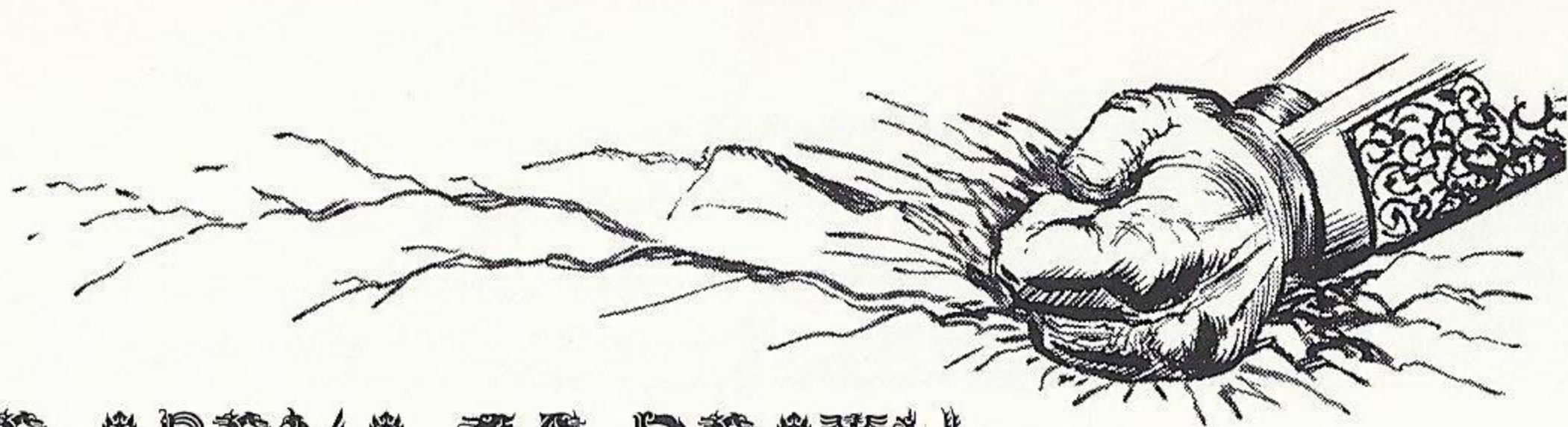
Player 1			Name	Player 2		
Wins	Losses	%		Wins	Losses	%
0	0	0%	Organa	0	0	0%
0	0	0%	Logan	0	0	0%
0	0	0%	Fuchida	0	0	0%
0	0	0%	Sara	0	0	0%
0	0	0%	Magnus	0	0	0%
1	0	100%	Barko	0	0	0%
0	0	0%	Daktar	0	0	0%
0	0	0%	Algos	0	1	0%
0	0	0%	Talon	0	0	0%
0	0	0%	Psybart	0	0	0%
1	0	100%	Total	0	1	0%

The Battle Status Screen

At the end of every three-round match in the 2-Player Mode of The Tournament, the players will be given the option to see the Battle Status Screen. This screen keeps a running tally of the battles between the two players. It details the number of wins and losses of three-round contests for each player with each of the 10 Revengers, the winning percentage, and the overall wins, losses, and winning percentage. This screen is useful for settling the inevitable "I can take Barko and beat your butt nine-out-of-ten times" arguments.

Exit

Pressing any button when **EXIT** is highlighted will return you to the Game Mode Selection Screen.



THE ARENA OF DEATH

This mode of play allows players to create and save their own custom-made Revengers, adjust each aspect of their fighting style, strengths and weaknesses, and then sit back and watch the carnage! The computer will control both Revengers, allowing them to fight at the top of their ability; the players cannot control the Revengers during the battle! The four choices in The Arena of Death are **Fight**, **Character Tool**, **Move Data**, and **Exit**.

Fight

This is where players can choose previously saved Revengers to fight against one another. Players can save up to 8 customized Revengers. Place characters to be saved in the empty areas. When all 8 are filled, players must erase a previously saved Revenger in order to save the new Revenger.

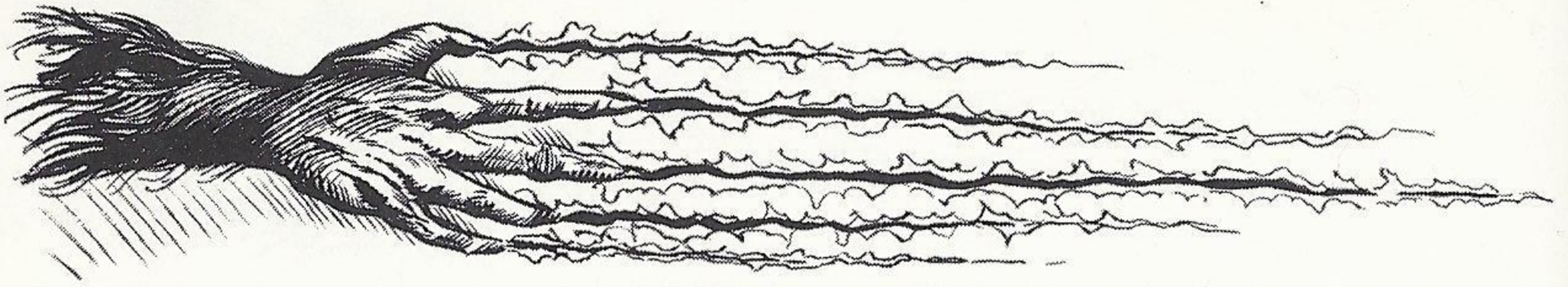
Character Tool

In this mode, new characters are created, and the attributes of existing characters are adjusted.

Change Character Attributes

Allows players to adjust the attributes of saved characters.

- Choose the Revenger who is to be altered.
- Make the desired adjustments on the Character Tool Screen.
- Press any button to lock-in the changes.



Create New Character

Spike

— Fighting style —

Offensive power ☐ Defensive power ☐

— Personality —

Aggressive ☐ Defensive ☐

Jump ☐ Crouch ☐

Special attack ☐ Regular attack ☐

Long temper ☐ Short temper ☐

Accurate ☐ Wild ☐

Close fighting ☐ Distant fighting ☐

press START, A, B, or C when finished.

The Revenger Attribute Screen

This allows you to design your own custom-made Revenger from scratch!

- Choose the Revenger you wish to create on the Revenger Selection Screen and press any button to lock in your choice.
- Enter your Revenger's name (in English or Japanese) on the Name Entry Screen (see below).
- Adjust your Revenger's fighting style and personality to the mix of your choice.

To Enter a Character Name on the Name Entry Screen:

Spike___

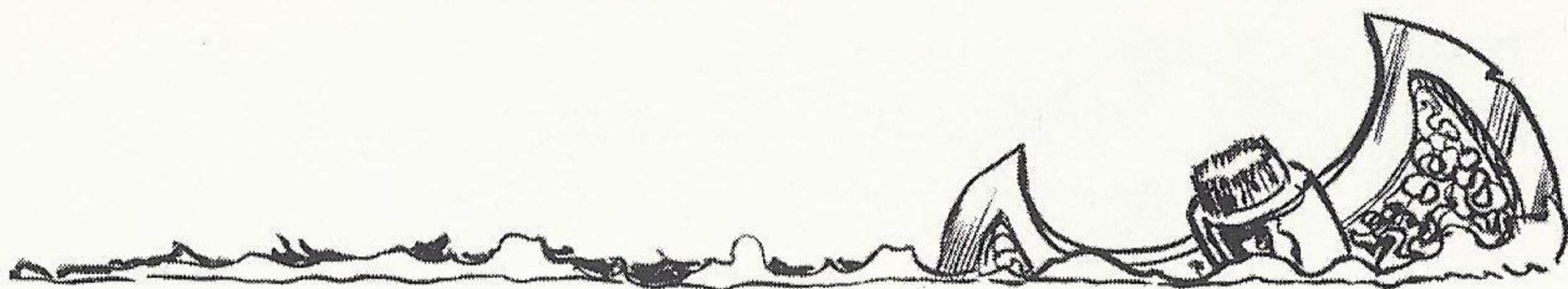
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 0 1 2 3 4 5 6 7 8 9

Enter your name (up to 8 characters).

Ex

The Name Entry Screen






- Use the **D-PAD** to select the desired symbol or letter, and press any button to choose the selected character.
- Up to 8 characters may be entered.
- Highlight end and press any button to lock in your choice.



To Adjust Revenger Attributes:

- Press **UP** or **DOWN** on the **D-PAD** to select the attribute to be adjusted.
- Press **LEFT** or **RIGHT** on the **D-PAD** to adjust the selected Revenger attribute.
- Press any button to lock in your selections.

Move Data

 Spike	 Denny
 Jackie	 BARKO
 Johan	Not in use.
Not in use.	Not in use.

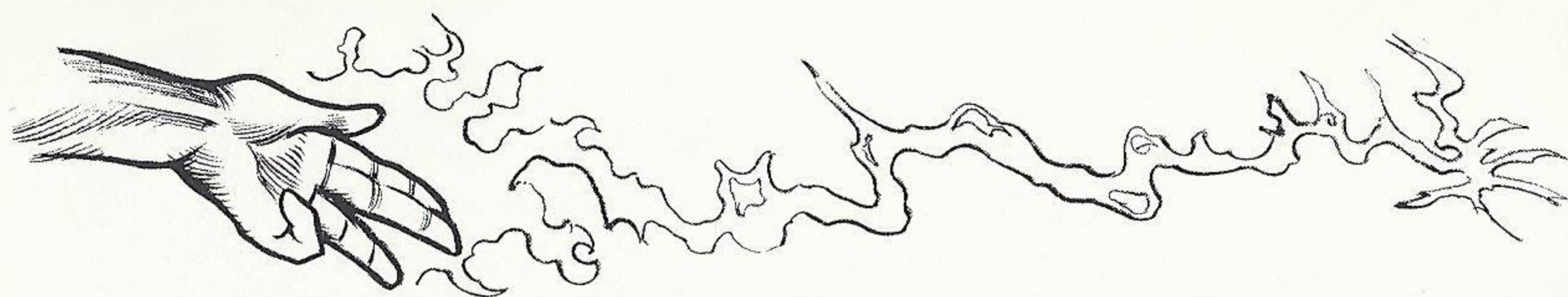
Select with the directional pad, then

The Saved Revengers Screen

Allows players to move the information of saved Revengers to a different area of the Saved Revengers Screen.

Exit

Pressing any button when **EXIT** is highlighted will return you to the Game Mode Selection Screen.



THE QUEST TO DESTROY VENUM

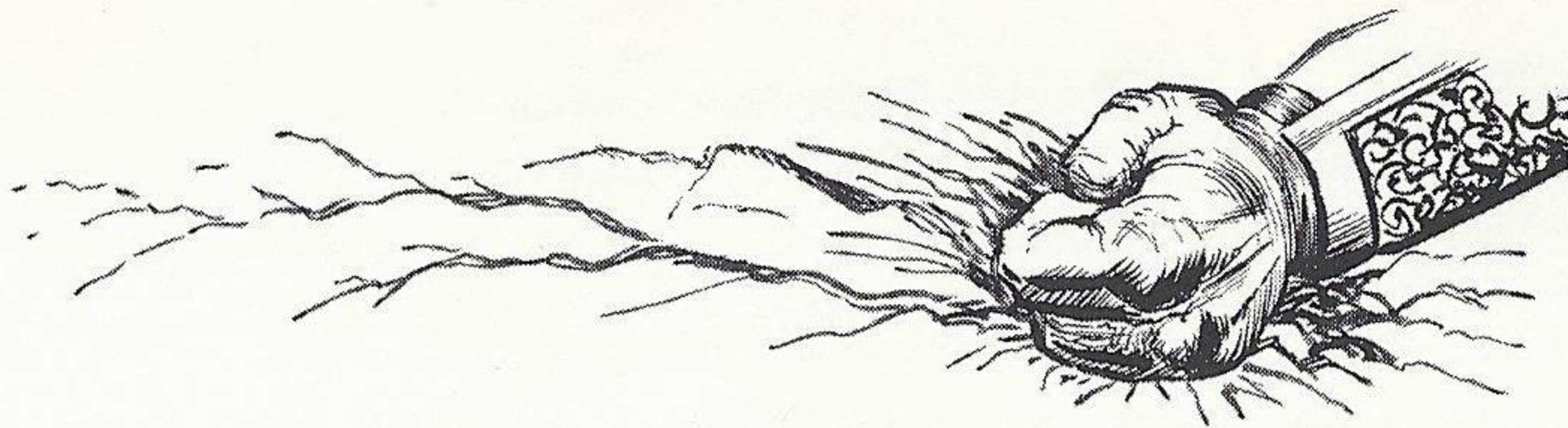
This mode of play allows one player to begin an epic role-playing quest to defeat Venum once and for all. It will take all of your guile and skill to overcome the many enemies and obstacles before you, but you must succeed or the Impossible World is doomed to be forever ruled by Venum.

In order to bring about Venum's final defeat, however, you must gain strength and fighting ability by challenging other Revengers to three-round duels. These fights will earn you precious gold pieces (GP) and Experience Points, which can be used to further develop your character. You must also collect several important items that will help you on your quest. All this will take time—and there's not much! Venum is gathering strength with each moment, and in a year—365 days of game time—he will have gathered enough strength to unleash his hideous wrath and conquer the world!

BEWARE: Only high-level warriors with the chance of defeating Venum will be able to make the journey across the sea to Venum's Island of Agony. Be forewarned! It is rumored that Venum's chambers are guarded by an arch demon of incredible power. It is also said that while some of the Revengers of Vengeance have been able to make it to the Island of Agony, not one has been able to defeat this guardian and confront Venum himself!

To Begin a New Quest to Destroy Venum:

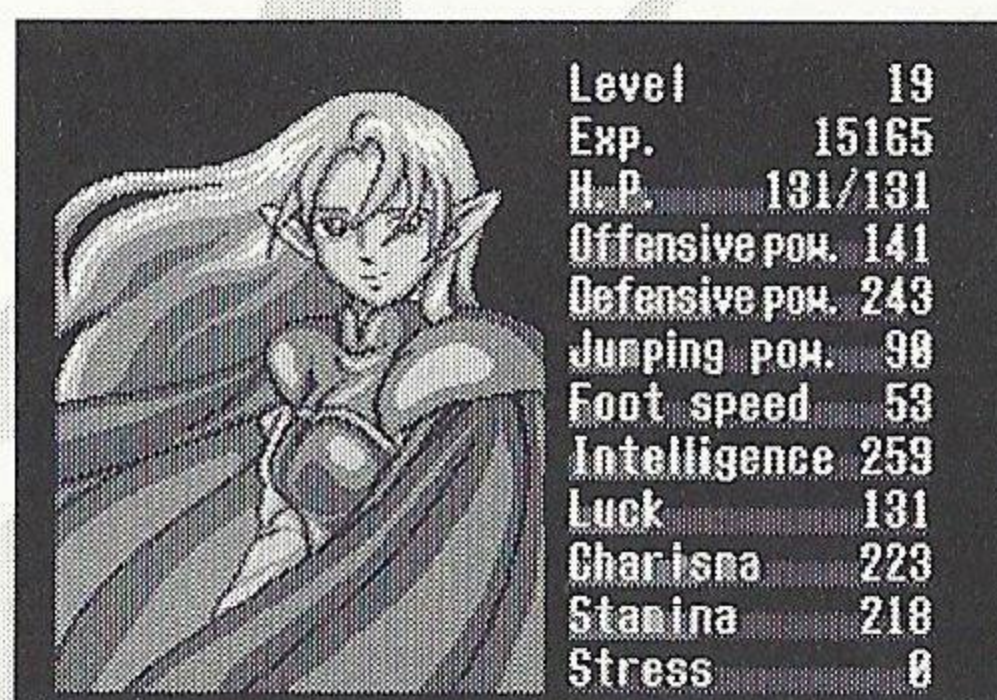
- Highlight **THE QUEST TO DESTROY VENUM** on the Game Menu Screen and press any button.
- Use the **D-PAD** to highlight initial start and press any button.
- Choose the Revenger of Vengeance that you wish to take on the quest on the Revenger Selection Screen (see page 9).
- Enter your character's name on the Name Entry Screen (see page 14).



To Load a Previously Saved Quest to Destroy Venum:

- Highlight **THE QUEST TO DESTROY VENUM** on the Game Menu Screen and press any button.
- Use the **D-PAD** to highlight **LOAD START** and press any button.

The Revenger Status Screen



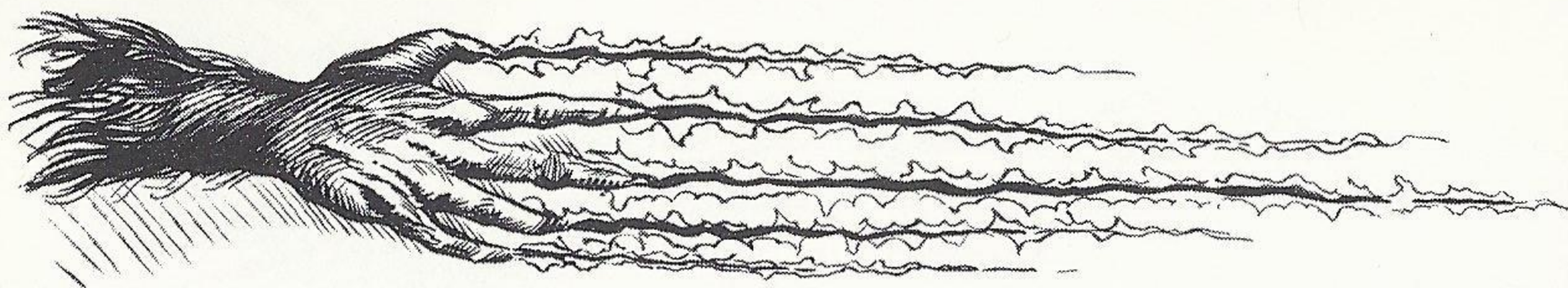
Level	19
Exp.	15165
H.P.	131/131
Offensive pow.	141
Defensive pow.	243
Jumping pow.	98
Foot speed	53
Intelligence	259
Luck	131
Charisma	223
Stamina	218
Stress	0

The Revenger Status Screen

The role-playing format of The Quest to Destroy Venum requires the characters to be broken down into a detailed set of skill ratings so that the play may track and monitor their character's experience and strength. These skill ratings affect different aspects of the character's abilities.

To View the Revenger Status Screen:

- Your Revenger must be in the City of Vengeance (see page 22).
- Press **START** and use the **D-PAD** to highlight **SEE STATUS**.
- Press any button.



QUEST TO DESTROY VENUM, CONTD.

Experience Level (LEVEL)

Displays the current Experience Level of the Revenger.

- All Revengers begin the Quest to Destroy Venum at Experience Level 1.
- Of all the ways to increase your Revenger's skill ratings, the most effective is to advance in levels.
- To increase a Revenger's Experience Level, the Revenger must earn enough Experience Points to be able to advance to the next level.
- Increases in a Revenger's Experience Level will automatically result in increased Revenger skill ratings.
- In order to increase a Revenger's Experience Level, the Revenger must first visit the town Fortune Teller (see page 29) for her to determine whether or not the Revenger has earned enough Experience Points to advance to the next level (the Fortune Teller will charge the Revenger for this information whether the Revenger advances to the next level or not).

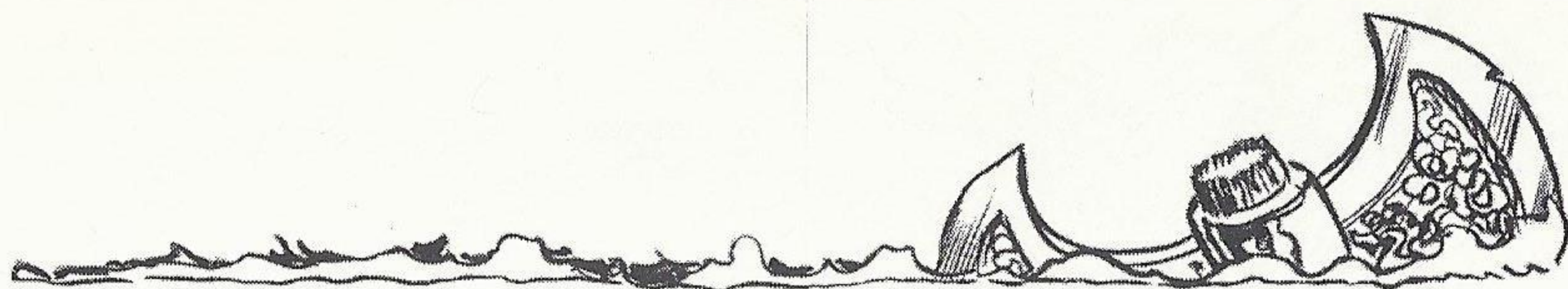
Experience Points (EXP.)

This displays the current number of Experience Points that a Revenger has acquired.

- Experience Points measure the skills that a Revenger has acquired through combat and training.
- The number of Experience Points required to advance to the next Experience Level vary with each level and each Revenger. Only the Fortune Teller will be able to determine when the Revenger has earned enough Experience Points to advance to the next Experience Level.

Hit Points (H.P.)

Displays the overall amount of damage that a Revenger is capable of sustaining before being knocked out. A Revenger with a high number of Hit Points is also more susceptible to the benefits of training.



Offensive Power (OFFENSIVE POW.)

Revengers with a high Offensive Power rating will be able to inflict heavy damage on their enemies.

Defensive Power (DEFENSIVE POW.)

The higher a Revenger's Defensive Power, the less damage they will receive from an attacking opponent.

Jumping Power (JUMPING POW.)

Measures how high and how fast a Revenger can jump.

Foot Speed

Measures the Revenger's quickness and agility in combat.

Intelligence

Shows the strength of a Revenger's magic ability. Magical spells will do more harm to an enemy when cast by Revengers with high Intelligence skill ratings.

Luck

Revengers with a high Luck rating are more likely to land critical hits against their foes.

Charisma

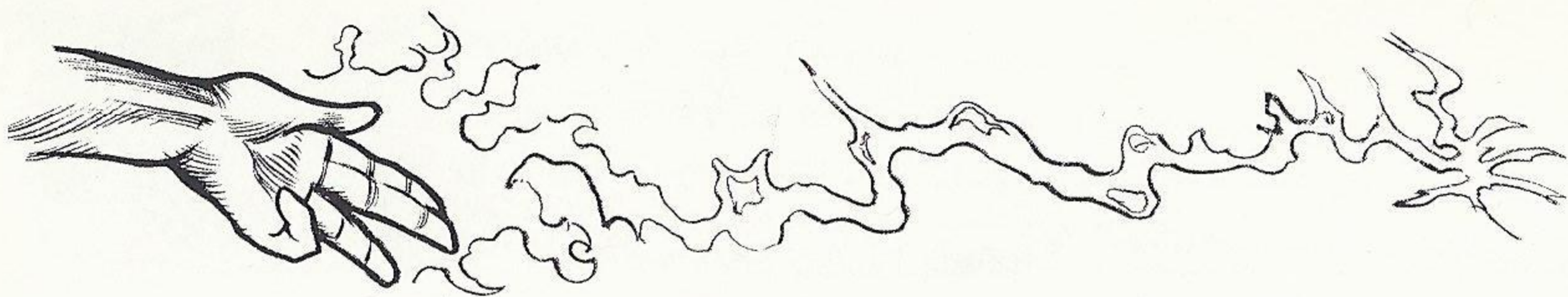
A Revenger with a high Charisma rating will be well liked and well treated by the townspeople in the City of Vengeance, and may even be offered discounts in stores, or free lodging at the Inn.

Stamina

A high Stamina skill rating enables a Revenger to resist stress build up. Stamina can be restored by spending nights at the Inn in town. The rooms are pricey at 100GP per night, but the results are worth it.

Stress

This rating reflects how easily a Revenger will tire as a result of training. Revengers with low Stress ratings will be easily tired or frustrated by their training regimen, and will not benefit from training sessions that they have paid for; a waste of valuable time and money (see page 27).



QUEST TO DESTROY VENUM, CONTD.

Battle Results

After fighting a battle in The Quest to Destroy Venum, the Battle Results Screen will appear and display the number of Life Points, Experience Points, and Gold Pieces your Revenger has earned.

Life

Life Points are awarded to the winner of the three-round match, based roughly on the total amount of time elapsed in the rounds that were won.

Time

Time Points are equal to the number of unused seconds left in the rounds that were fought (win or lose).

Experience Points

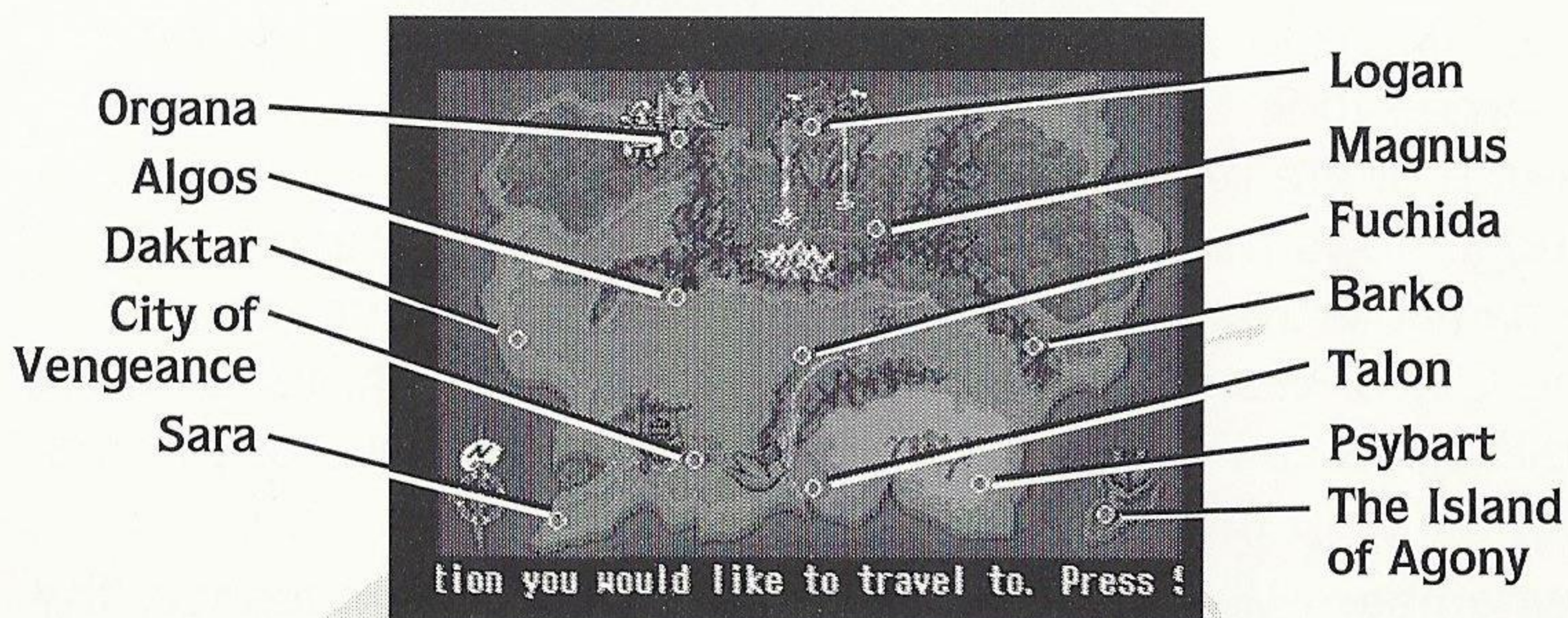
The sum of the total number of Time and Life Points earned during the three-round match. Acquired Experience Points go toward the earning of Experience Levels (see page 29).

Gold Pieces Received

The loser of the three-round match will always receive at least 100GP. If you win, the amount of gold pieces received varies depending on which Revenger you defeat.



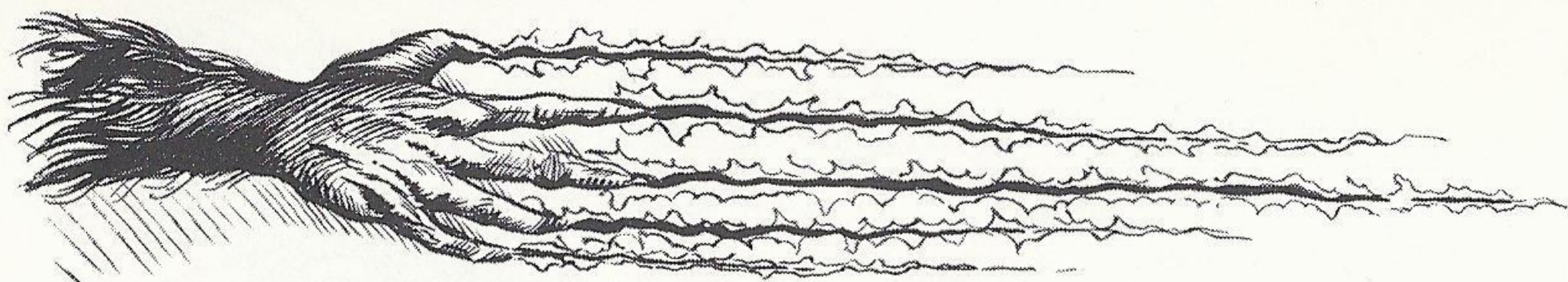
The Map of the Impossible World



The Map Screen

After leaving the city, the Map of the Impossible World will appear on the screen. The locations of the regional heroes are marked on the map by red dots; you will have to venture out to challenge these heroes in order to gain Experience Points and gold pieces so that your character may improve and prepare for the final showdown with Venum.

- Use the **D-PAD** to travel about this map.
- On this map, the top of the screen is *always* North.
- You may travel as far as you wish and do battle with whatever other Revenger of Vengeance you choose.
- The farther from the City you travel, the more time it will take from your training schedule and the more days of game time will elapse.
- Challenge other Revengers as often as you like, but each time you fight them they will be stronger than they were before.
- Whether you win or lose, you will gain gold pieces and Experience Points.



QUEST TO DESTROY VENUM, CONTD.

The City of Vengeance

The citizens of what was once called the City of Prosperity renamed their town the City of Vengeance as part of their pledge of eternal struggle against Venum. The spirit of this pledge flows through the tough and hearty population of this remarkable town, and should be evident wherever you go. The City of Vengeance contains various establishments where Revengers can go to improve their skills and purchase items that will help them on their quests.

Remember: When traveling about the City of Vengeance, the top of the screen will *always* be north.

The Stores of the City

There are three stores in the town where you will be able to purchase items that will increase your Revenger's skill ratings.

Abbreviation Used in Stores

STR = Offensive Power

CHR = Charisma

INT = Intelligence

JUMP = Jumping Power

ST = Stress

STA = Stamina

DEF = Defensive Power

LUCK = Luck

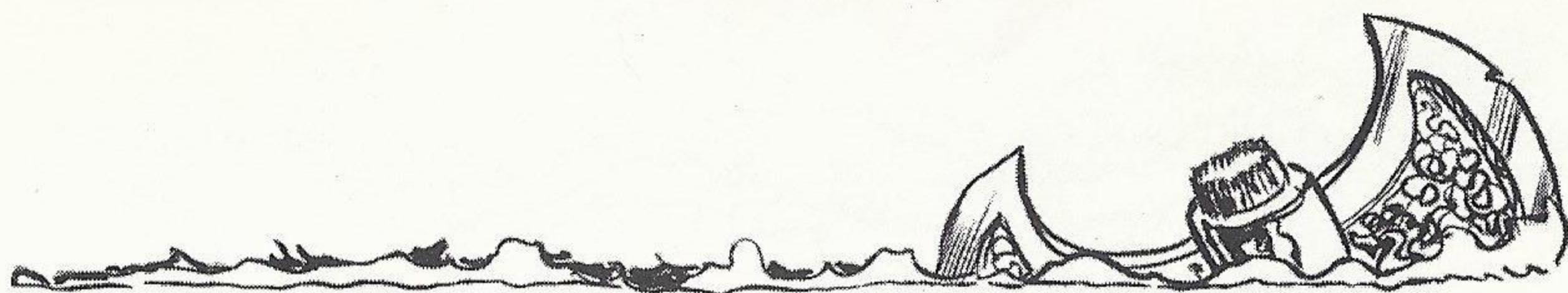
SPD = Foot Speed

HP = Hit Points

The Guild

The Guild is where Revengers can go to take part in small quests that will (they hope) bring them some quick gold pieces and experience so that they can better continue their quest to destroy Venum.

- Quests obtained through The Guild are often extremely difficult and dangerous, not to mention expensive. Most quests range between 1,000 and 2,000GP. But the rewards are worth it!



The Guild Screen

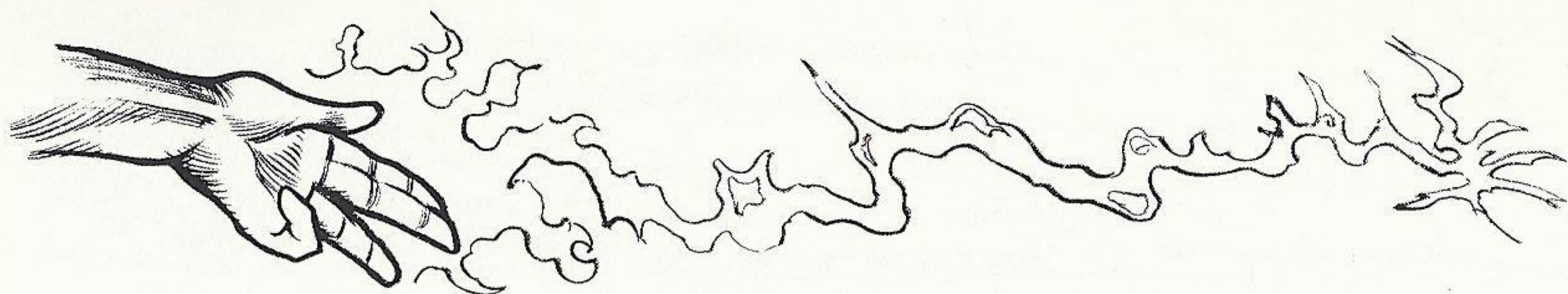
- Be sure to visit The Guild as often as possible to see what quests are available. Sometimes the Guildmasters are particularly sympathetic to the shaky financial status of adventurers.

The Pub



The Pub Screen

The Pub is a nice place to go to relax and have a refreshing cup of coffee, or—if you're feeling rowdy—a nice cold cola. After a few drinks, the bartender may loosen up and you may learn some valuable information that will help you live life in the City of Vengeance or complete your quest.



QUEST TO DESTROY VENUM, CONTD.

House of Temporary Items



The House of Temporary Items Screen

Located to the West of the Guild, this store contains a wide selection of items that are useful only temporarily.

Emporium of Death

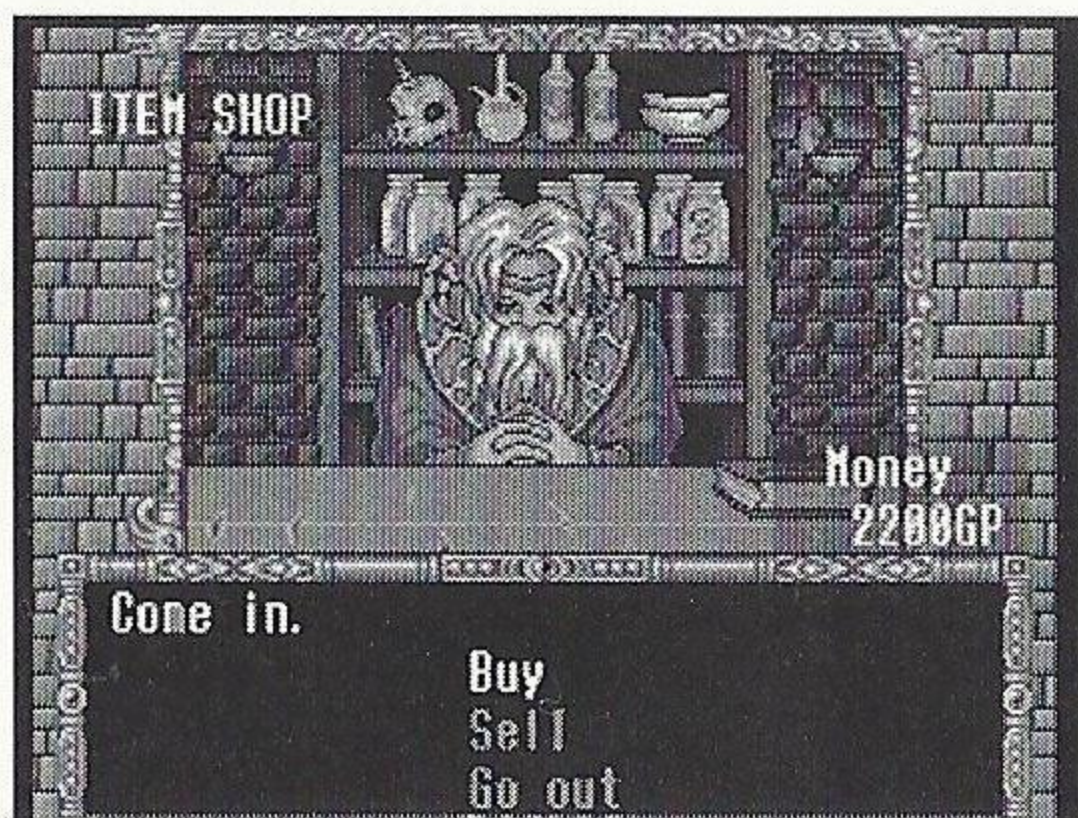


The Emporium of Death Screen

As the name implies, the Emporium of Death (located to the East of the Pub) offers an incredible variety of items, most of them dealing with the betterment of a character's fighting prowess.



Gifts of the Magi

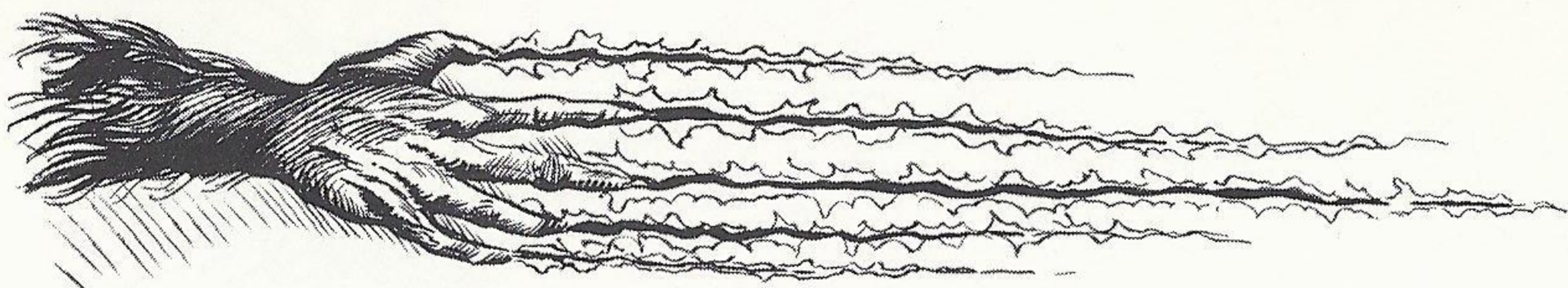


The Gifts of the Magi Screen

Located to the East of the Inn and stocked with an incredible array of magical items and mystical potions, the Shop of the Magi has an oddball proprietor who speaks only in an unintelligible language of little white dots. Some of the magical items have unknown powers and must be used to see what they will do; it may not always be good, so beware!

To Use a Purchased Item:

- Your Revenger must be in the City of Vengeance.
- Push **START** and use the **D-PAD** to highlight **USE ITEM**. Press any button.
- Use the **D-PAD** to highlight the item to be used, and press **BUTTON A** or **C** to use the item. **BUTTON B** cancels this command.



QUEST TO DESTROY VENUM, CONTD.

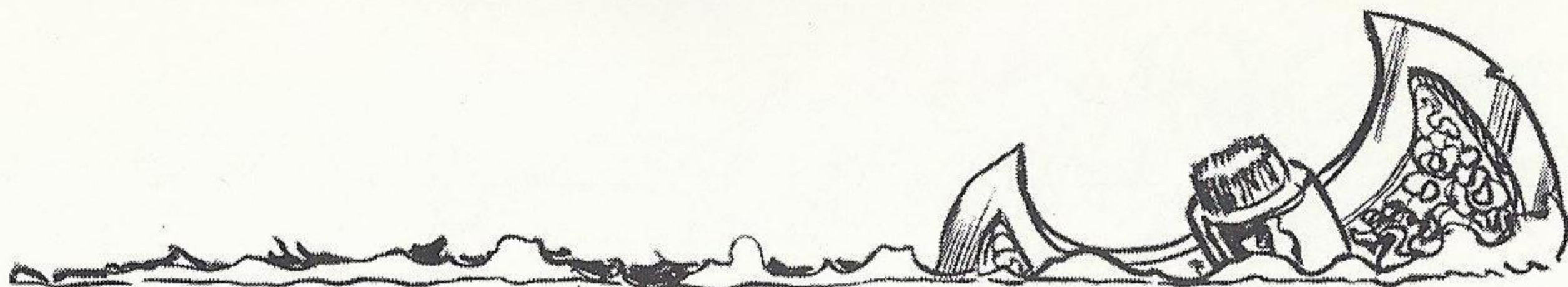
The Inn



The Inn Screen

Two major game functions can be accomplished at the Inn: rejuvenating character strength and saving character data.

- The cure-all for the rigors of training and fighting is one night's stay at the Inn. An overnight stay will restore a Revenger's strength and allow them to continue fighting and training. It is worth the seemingly exorbitant 100GP expense.
- Registering at the Inn will save your progress on the quest so that you may continue from that point at a later time. Up to 8 characters can be saved in this manner.



The Gym

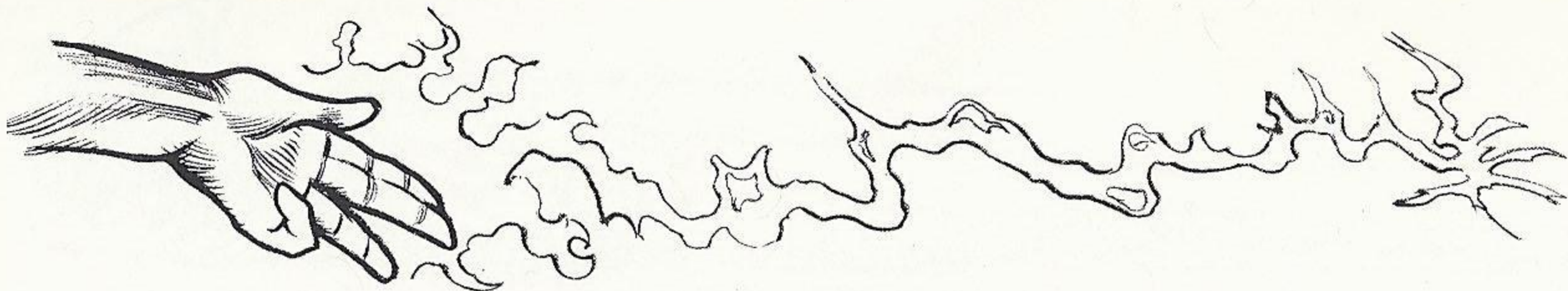


The Gym Screen

At the Gym, you can receive training that will be crucial to the success of your quest.

- The two available training sessions at the Gym are a 3-day course for 30GP, and a one-week course at a cost of 60GP.
- Your training schedule at the Gym can be divided among the following activities, all of which will improve a different one of your character's skill ratings:

FencingImproves Offensive Power rating
InvisibilityImproves Foot Speed rating
FightImproves Defensive Power rating
MagicImproves Luck rating
LearningImproves Intelligence rating
MannersImproves Charisma rating
MeditationImproves Stamina rating



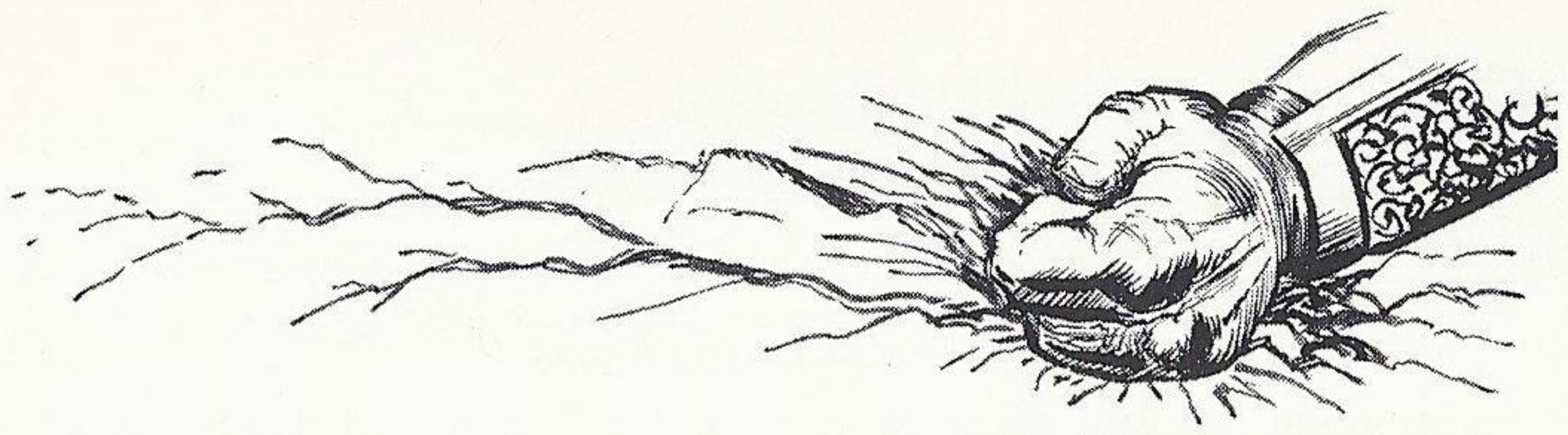
QUEST TO DESTROY VENUM, CONTD.

To Choose Your Schedule at the Gym:

- Press any button to open the menu, and use the **D-PAD** to cycle through the different training regimens.
- Leave the desired training regimen highlighted and press any button to open the schedule slate. This will schedule the desired regimen in the highlighted day of training.
- After each day of the schedule has been filled, you will be asked to confirm the training schedule. Highlighting **NO** and pressing any button will erase your schedule and you will be able to select again.
- Increases in your Revenger's skill ratings that result from training will vary.

To View Your Revenger's Status Outside the Gym:

- Your Revenger must be in the City of Vengeance.
- Push **START** and use the **D-PAD** to highlight **SEE STATUS**. Press any button.



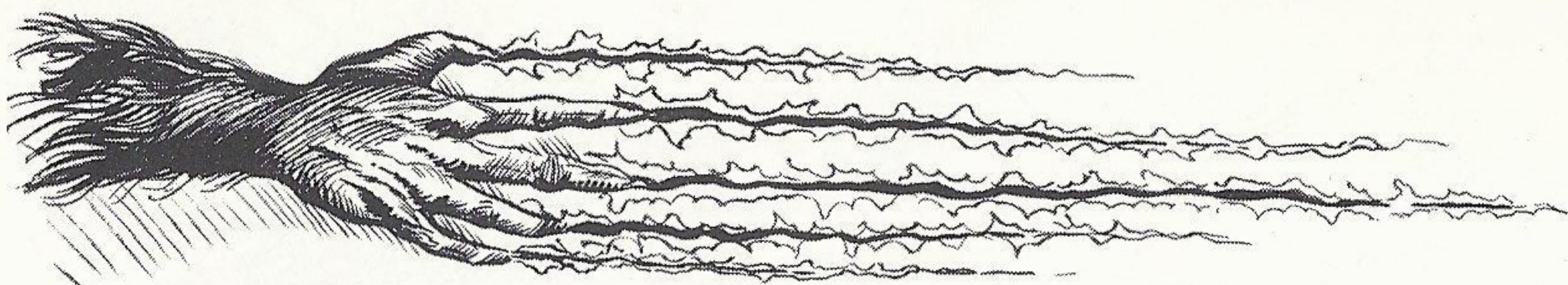
The Fortune Teller



The Fortune Teller

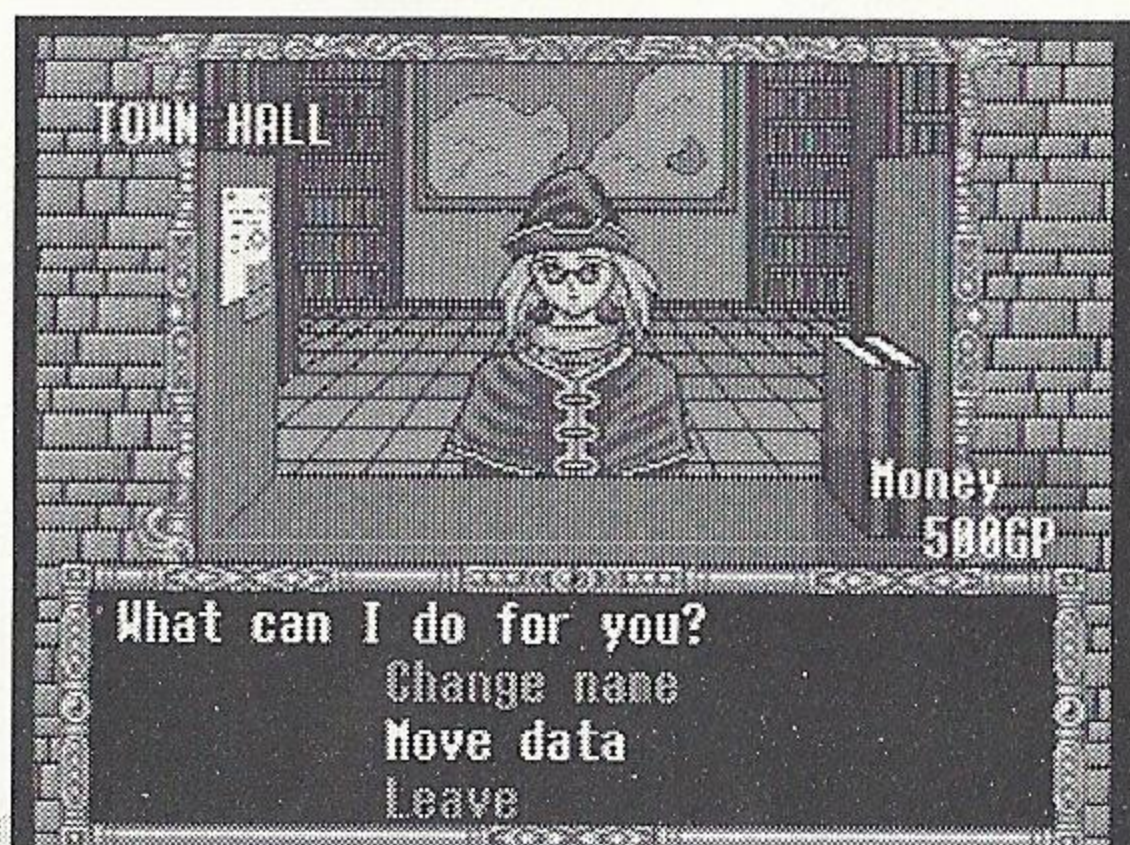
The Fortune Teller is located in the Northeastern corner of the City. It is here that characters can obtain information and hints vital to the continuance of their quest.

- The Fortune Teller will inform characters of the various items that they will need as their quest progresses.
- The fortunes told by the Fortune Teller are uncannily accurate, and her advice should be obeyed. You must be wise, however—her hints are often vague, and it will be up to you to decipher them!
- The Fortune Teller will only be able to grant you powers if you have earned enough experience points. If you have, she will raise you to the next Experience Level, and your skill ratings will increase; if you haven't earned enough Experience Points, she'll take your money anyway and you're out 50GP.
- Revengers should visit the Fortune Teller periodically in order to receive updates as to how many days of game time are left until Venum returns to spread his evil wrath over the world. (If Venum is not conquered and defeated before the end of this time period, he will have gathered enough power to conquer the world, and no one will be able to stop him. At this point, the game—and all hope of a free and happy life in the Impossible Word—will be over.)



QUEST TO DESTROY VENUM, CONTD.

Town Hall



The Town Hall Screen

Located in a building labeled "Public" in the Northwest of the City, the Town Hall is where Revengers can go to move their data or change their name.

The Game Center

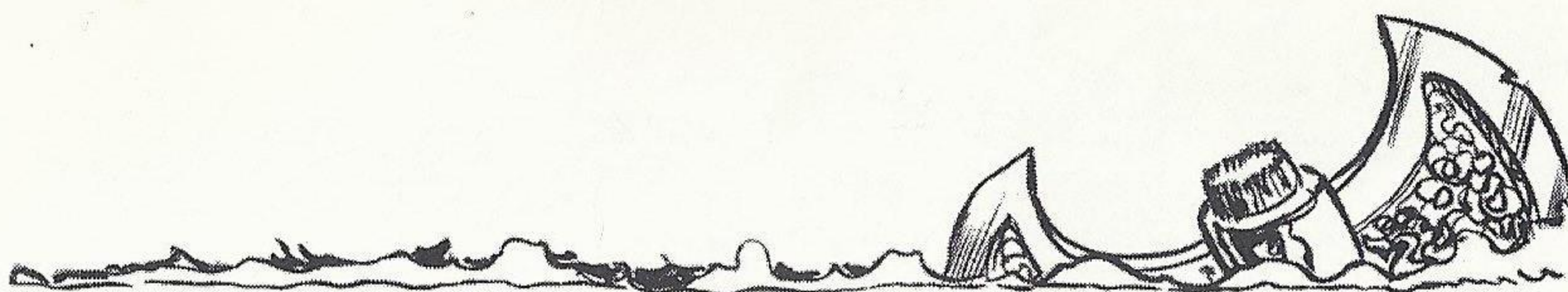
A Revenger entering the Game Building (to the East of the Town Hall) will be given the option of quitting the quest like a spineless, cowardly vermin by returning to the title screen, or exiting the building and continuing play.

Defeating Venum

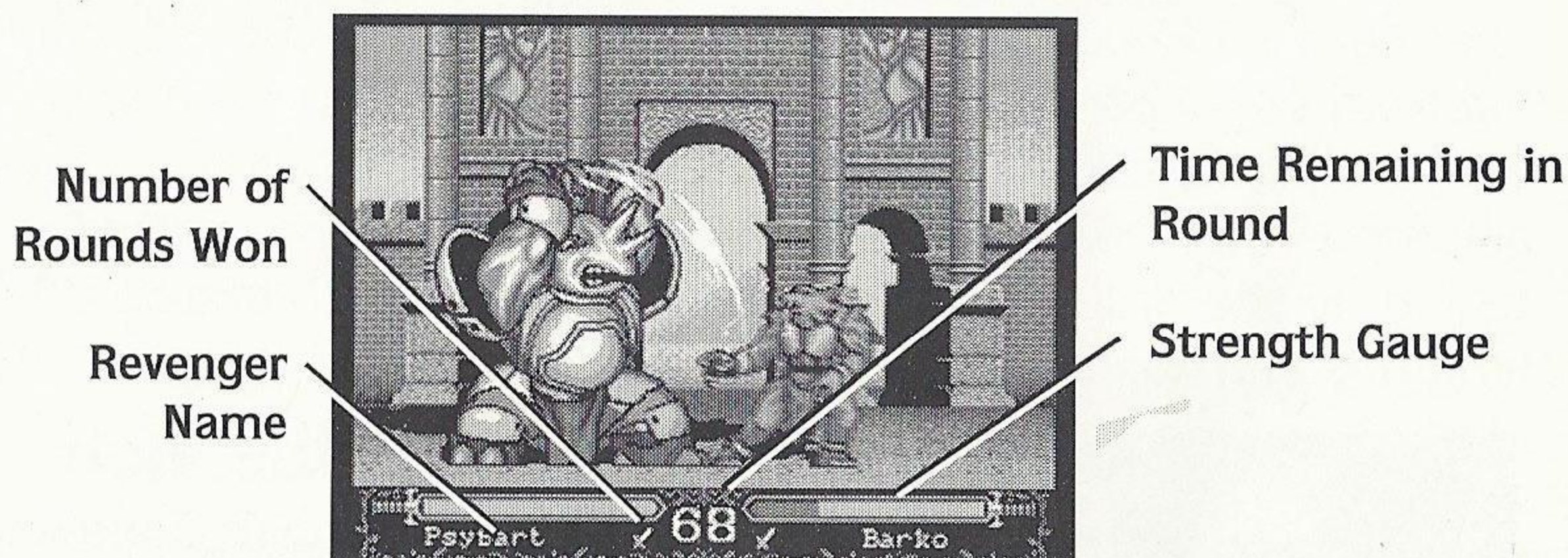
In order to defeat Venum and save the Impossible World, a Revenger must do more than merely fight well; Venum's Island of Agony is surrounded by a magical barrier that prevents any intruders from entering.

To enter the Island and confront Venum, a Revenger must first obtain the precious Disspell Magic book. The whereabouts of this book are unknown, but a Revenger will have the best chance to find it by fighting well (another Revenger may have it and surrender it when defeated), following the advice of the fortune teller, and carefully scanning the City (it may turn up in a shop).

Once the book is found and used, the barrier around the Island of Agony will be no more.



COMBAT: FORUM OF VENGEANCE



The Combat Screen

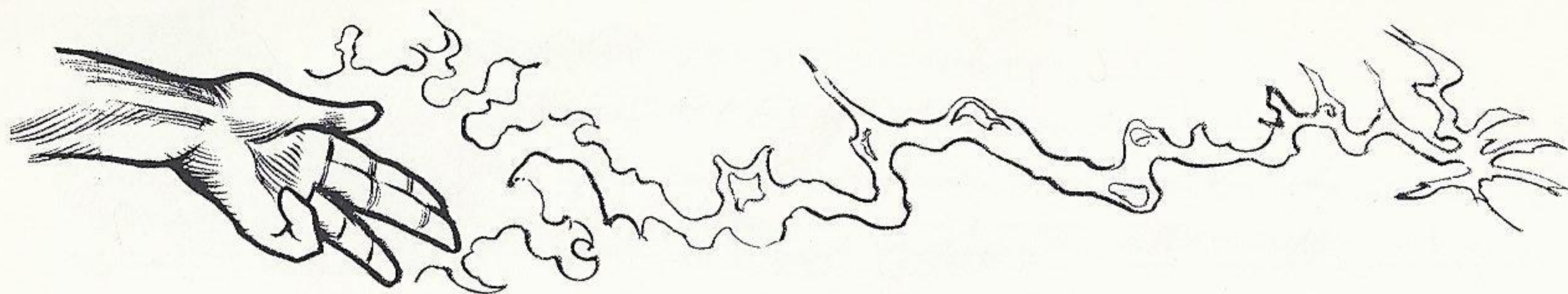
Combat is common to each game mode in **REVENGERS OF VENGEANCE**. It is important for players to understand what each element of the combat screen represents. All the action in **REVENGERS OF VENGEANCE** takes place in a series of three-round matches. In order to completely defeat an enemy, you must defeat them in two of the three rounds. The length of a round is 77 seconds. (Players may choose to make the rounds longer or shorter in Options. See page 8 for more details.)

The Strength Gauge

This long orange bar at the bottom of the game screen represents the power that a Revenger has left. This bar will turn red with each hit a Revenger sustains. When the bar is entirely red, the Revenger has been defeated.

Game Time

- Time begins to run down as soon as the battle begins.
- If time expires in the round before one of the players is totally defeated, the player with the least amount of power left on his or her Strength Gauge will be deemed the loser of the round.
- After a match is completed, press **START** to continue the battles. If **START** is not pressed in the time allotted, the game will automatically return to The Tournament Mode game menu.



THE REVENGERS OF VENGEANCE

There are 10 Revengers from which a player can choose, hailing from every part of the Impossible World. Each has their own unique strengths, weaknesses, and fighting styles. They also have their own stories to tell, and their own reasons for taking up the arduous task of going after Venum, the devil king himself!



BARKO: Hungry Like the Wolf **The Incredible Saga of an English-Speaking Man-Wolf Bent on Vengeance!**

The rugged mountains away to the east of the City of Vengeance are home to a hale and hearty clan of man-wolves known as the Kaneen. Their leader is Barko, a brave and vicious warrior. Upon returning from a hunt one day, Barko found his humble cottage devastated and his sister gone, spirited away by Venum's demons. Venum's dark stain had already left its grotesque mark on Barko; in the first battles against Venum's armies, Barko's father, Howlore, had been felled.

Now Barko is determined not to let his precious sister fall prey to Venum's powers, and his unstoppable rage is sure to carry him to a final confrontation with the fiend himself! But lurking in Barko's destiny is an unnerving and unpleasant surprise!

WARNING: NO PLAYER WILL BE PERMITTED TO JOIN THE GAME DURING THE SHOCKING FINAL MOMENTS OF BARKO'S BATTLE WITH VENUM!!



The Way of the Wolf

Barko's many powerful moves make him a treacherous foe. His strength is an inside attack during which he can unleash a deadly flurry of claws that can shred any opponent. You'll thrill to his howls of triumph!

Tooth SinkerIn Close, TOWARD + BUTTON C

Fire Hydrant KickHold DOWN + BUTTON C

Ankle TearHold DOWN + BUTTON A

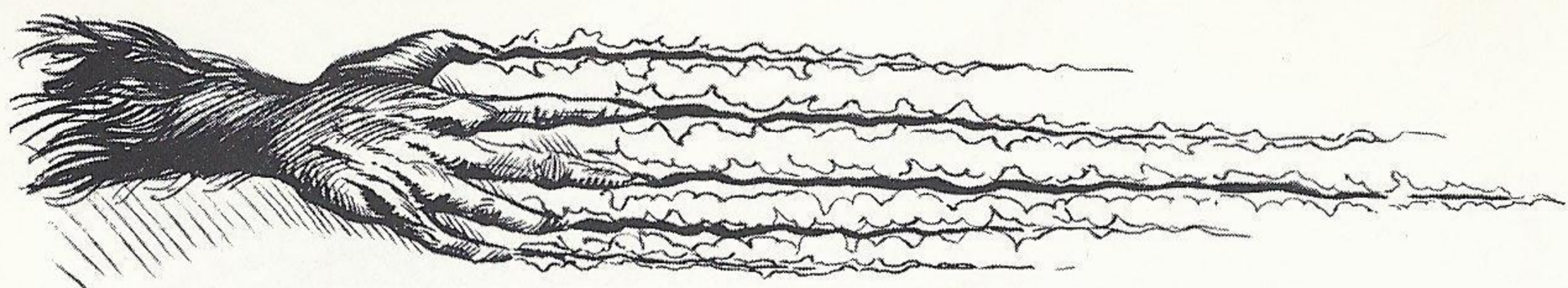
Tail ChaserHold DOWN + BUTTON B

**Swift Side ClawHold AWAY, TOWARD +
BUTTON A, B, or C**

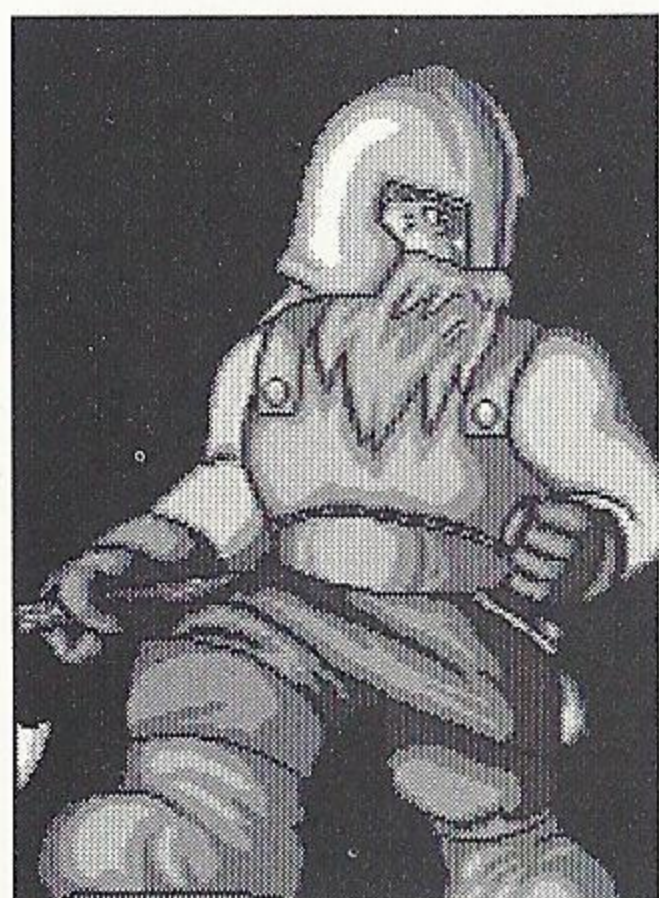
Deadly Dog LegHold DOWN, UP + BUTTON A or B

Smash MouthBUTTON C

Slice and DiceRepeatedly Tap BUTTON A or B



THE REVENGERS OF VENGEANCE, CONTD.

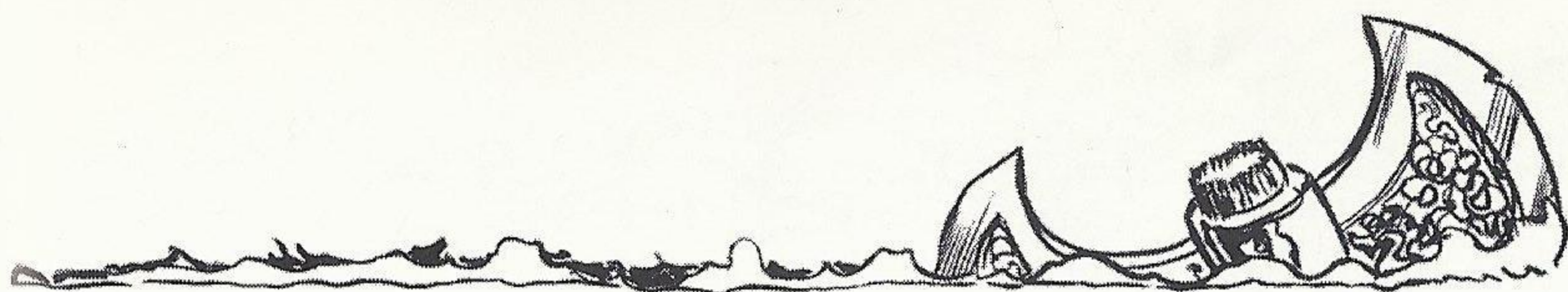


ALGOS: Little Big Man

The Hill People's Ax-Wielding Dwarf King and the Tall Order Before Him!

Algos and his stalwart Hill People were, until recently, the tribe least affected by the scourge of Venum. It was only when their labyrinth home beneath the Mountains of Power was infiltrated by Venum's underlings, and their magic ring stolen, that things began to go awry. The Mystic Ring of the Hill People has incredible power, and according to legend the Hill People shall be forever safe as long as they remain the guardians of the Ring. Now that the ring is gone, the Hill People are vulnerable to Venum's legions, against whom they'd previously had so much success.

Now the Hill Peoples' brave and diminutive leader, Algos the Stout must venture out to regain the rings and put an end to Venum. His journey will be difficult, and not without peril!



Good Things in Small Packages

Algos is a versatile warrior. Swinging his deadly battle ax with ease and grace, he can pummel his opponents with a rare combination of dexterity and power. He can also attack from afar with punishing Rock Grenades, or roll beneath an enemy's attack to deliver a kill shot! You'll cheer when Algos holds his ax aloft over the vanquished foe!

The PendulumBUTTON C

Gut RipperDOWN + BUTTON C

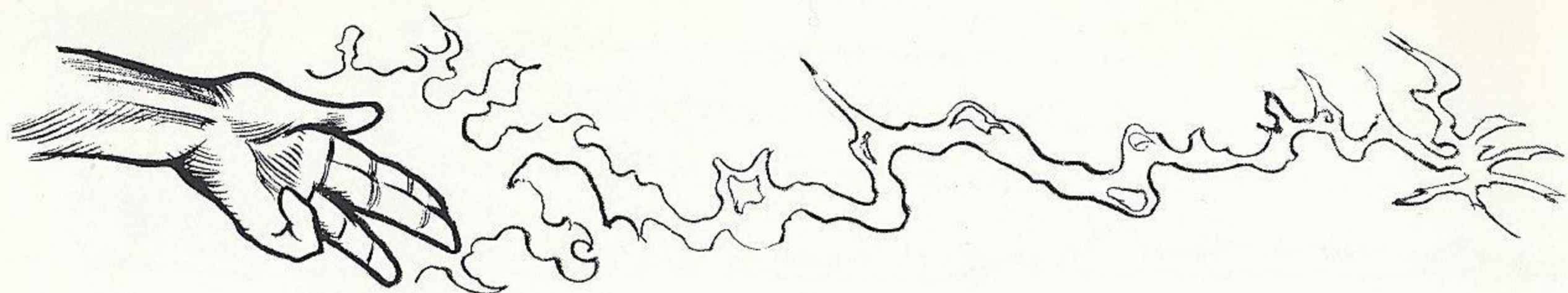
Skull SplitterIn Close, TOWARD + BUTTON C

Brain CrusherIn Close, TOWARD + BUTTON B

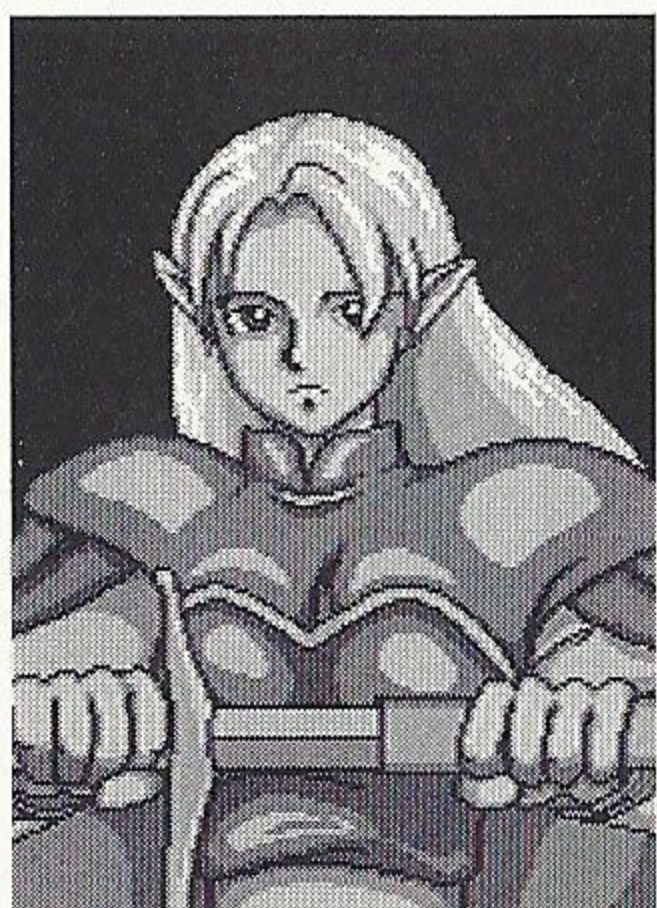
Disembowelment RollDOWN TOWARD, + BUTTON C

Freakish Fist FrenzyHold AWAY, TOWARD + BUTTON A

**Rock Grenade TossDOWN, TOWARD + BUTTON A (Short)
DOWN, TOWARD + BUTTON B (Medium)
DOWN, TOWARD + BUTTON C (Long)**



THE REVENGERS OF VENGEANCE, CONTD.



ORGANA: Into the Woods

The Defender of the Forest and Her Quest for Justice!

The vast expanse of dense woods in the north of the Impossible World had always been a sanctuary for flora and fauna of every description. Organa, the guardian of this prosperous oasis, once lived as one with the land, speaking the language of each of her animal friends, settling small animal disputes, and generally keeping the peace and balance of the forest. The forest was at one time largely untouched by Venum's invasion; his demon armies were more concerned with ancient warrior societies and martial arts dojos to the west and south. But when the tide turned in Venum's favor, he began his campaign to corrupt and ruin all that was good, creating the sort of vile squalor in which he revels.

At one moment, the forest was basking in bucolic splendor, and then, with a thunder clap, Venum destroyed the forest, turning all of Organa's animal friends to lifeless stone. Now she, as their only defender, must take on Venum and all of his legions to set things right.



All This and Pointy Ears Too

Organa's loving instincts were transformed into a vicious blood-lust for total and complete revenge when her forest was destroyed. Amazing with a sword, and with the ability to draw upon the elemental of nature and the forest, she is one of the Impossible World's best hopes.

Ghosts of Vengeance.....Hold AWAY + BUTTON A, TOWARD + BUTTON B

Screaming Fire Child.....Hold AWAY + BUTTON A, TOWARD + BUTTON C

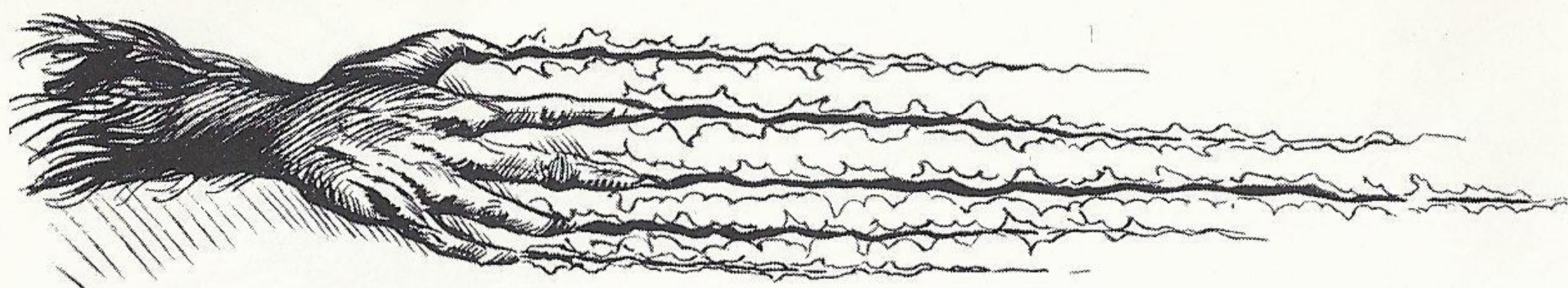
Pummel and Split.....In Close, TOWARD + BUTTON C

Foe Throw.....In Close, TOWARD + BUTTON B

Coronation of Death.....TOWARD, TOWARD UP + BUTTON C

Rain of Steel.....Tap BUTTON A Rapidly

Calf Cutter.....DOWN + BUTTON A



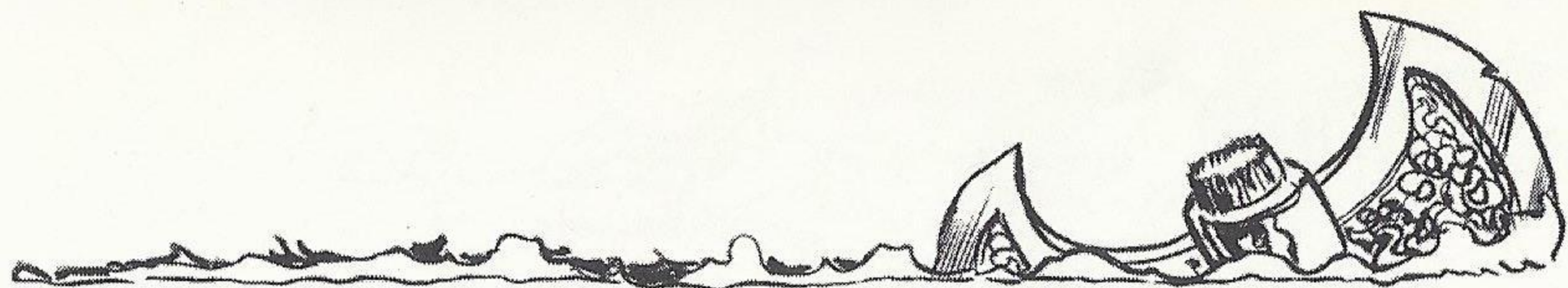
THE REVENGERS OF VENGEANCE, CONTD.



TALON: Particularly Nasty Feathers

The Story of a Mother Against Diabolic Demons and the Quest for her Egg!

Talon lives nestled in the high peaks above the rushing waters of the Impossible World's only river. The last of the Hawkus Clan, a powerful half-bird race that was decimated by Venum's early invasions, she now lives among the eagles of the cliffs. But nowhere is safe from Venum's foul grip. Talon returned to her nest to find her egg—the last hope of the continuance of the Hawkus Clan—gone! Her armless eagle friends could only watch helplessly as one of Venum's demons carried it off. Everything is at stake now! She must rescue her precious egg before it gets to Venum's breakfast nook!



I'm Talon. Fly Me.

Talon's ability to streak across the sky and deliver deadly blows gives her an edge over many opponents. Though flighty at times, she is a rugged fighter with many tricks up her wing. Lurking in her soul is the spirit of her warrior past, and she'll reveal her most destructive moves when you least expect it! Her confident giggle of victory will make your pulse race!

Claw Toss.....In Close, TOWARD + BUTTON C

**Quills of Death.....DOWN, DOWN AWAY, AWAY +
BUTTON C**

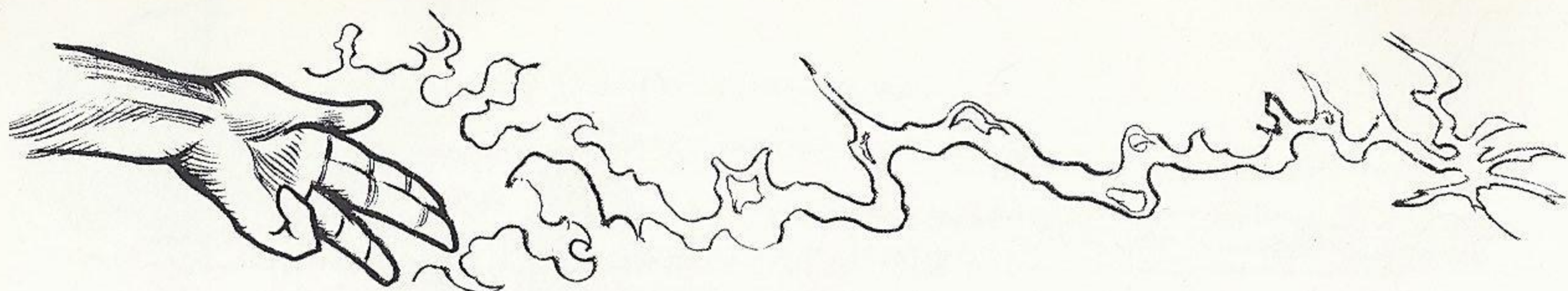
**Vertical Roundhouse.....DOWN, DOWN TOWARD,
TOWARD + BUTTON C**

Spread Eagle Spin.....UP, BUTTON C

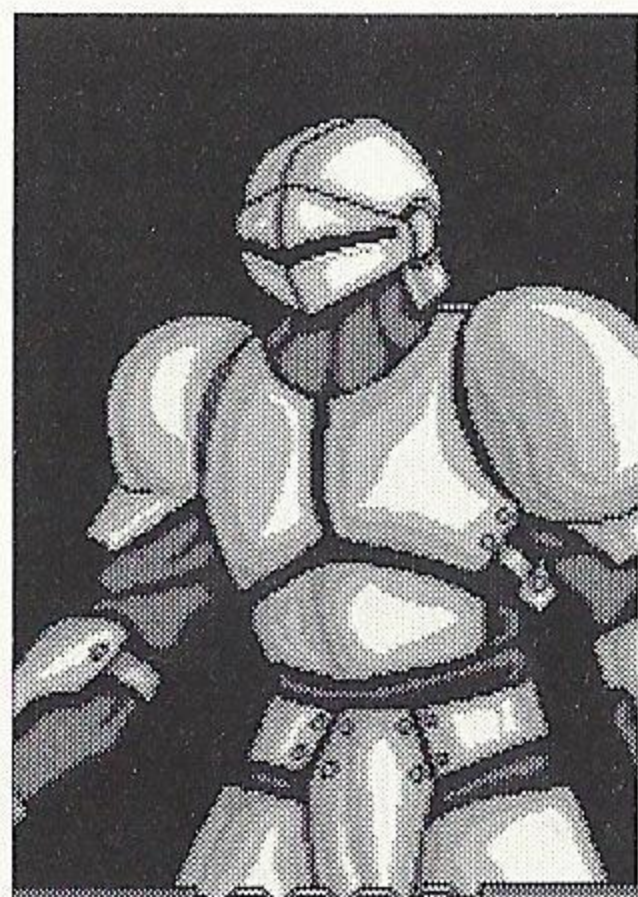
Wing Slap.....AWAY + BUTTON B

Chicken Toe.....AWAY + BUTTON C

**Colonel's Extra Spicy Kick.....JUMP, AWAY, TOWARD, AWAY
TOWARD + BUTTON A**



THE REVENGERS OF VENGEANCE, CONTD.



LOGAN: The Skye Is Falling, The Skye Is Falling!

Skye's Last Warrior Strikes Back!

There weren't many places in the Impossible World that were more devastated than the City State of Skye. Far to the north and home to a noble and advanced tribe of humans and their powerful warrior caste, Venum's legions struck hard at the city's well-built defenses. The warriors of Skye were on the verge of turning the tide, when one of their own betrayed their secret defense plans to one of Venum's demons. The enemy breached the defenses, slaughtered all of Skye's defenders, and pillaged the town.

At the time of the sack of Skye, Logan, one of Skye's mightiest warriors, was away in the south seeking help from Venum's other enemies. But to no avail; by then, Venum's forces were attacking everywhere, and no help could be spared. Logan returned home only to find the carnage and ruin wrought by the demon legions. Vowing vengeance, Logan set out to crush Venum and exact retribution in the name of Skye's fallen.

But who is the mysterious, armored warrior who wields the two-sectioned staff with such aplomb? Is it indeed Logan, last vestige of Skye's warrior caste, or some other mysterious force? The truth at the end of Logan's righteous quest will shock and astonish you!



Walk Softly and Carry a Big Stick

Actually, Logan carries two big sticks attached in the middle by a section of chain. With these, he handily parries enemy thrusts, and then counters with crippling blows. While his armor can also help to fend off an enemy attack, Logan is best when he is on the offensive, his sticks a fiery blur, his enemy backing away in terror.

Spine TossIn Close, TOWARD + BUTTON C

Back BreakerIn Close, TOWARD + BUTTON B

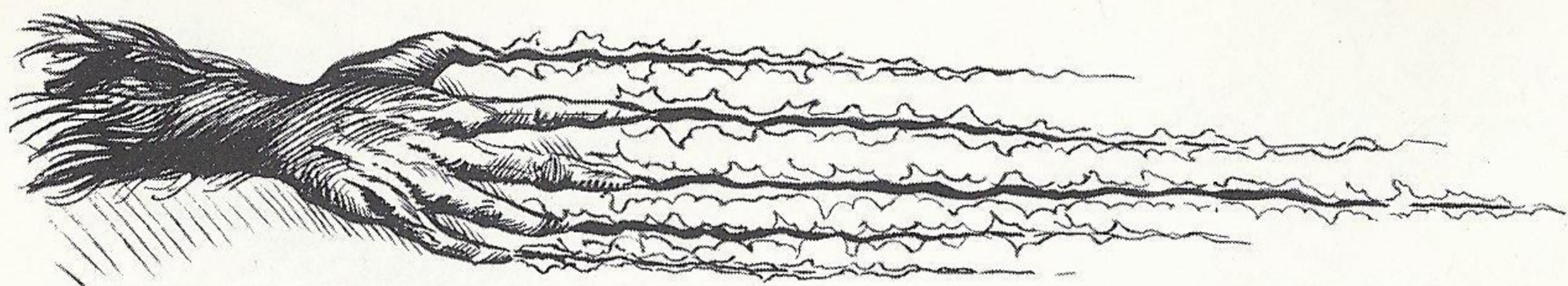
Don't Ever ChainBUTTON B

Thunder from the SkyeTOWARD, TOWARD UP + BUTTON C

Fire SticksHold AWAY, TOWARD, BUTTON A

Double Pig StickerUP, DOWN + BUTTON B

Throat SlicerDOWN + BUTTON C



THE REVENGERS OF VENGEANCE, CONTD.



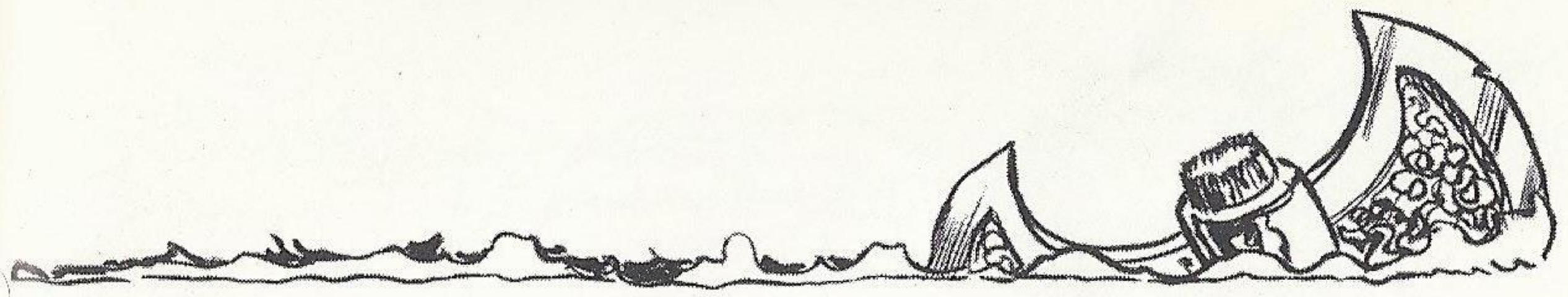
PSYBART: Talking the Talk, Walking the Walk

One Beast's Quest for His Personal Best

Psybart's desert lair is tucked away in the center of the Impossible World's most remote and desolate area. It is from this base that Psybart ventures out to find someone—anyone—worthy of his competition. Psybart's origins are largely unknown,

but it is assumed that he is all that remains of an ancient desert culture that disappeared centuries ago, leaving but a few traces. The mere sight of this armor-clad beast is enough to frighten away most of his challengers.

Psybart's immense size, ungainly bulk, and rhino features belie a gentle, sweet soul whose personal quest to meet his physical match is, at times, touching. It is said that Psybart never loses; he just runs out of time. This experience usually devastates him, and reduces him to a pathetic, sobbing baby. But when angered, Psybart ("Bart" to close friends) becomes the unstoppable force seeking the immovable object, and his rages leave a wake of rubble and destruction (not to mention bodies). As the age of Venum wears on, it has become increasingly obvious to Psybart that the only challenger capable of matching his might is Venum himself. And so he sets out to see what this touted newcomer has to offer—and his quest for a good fight may just save all of the Impossible World from Venum's evils!!



Large and In Charge

Of all of the Revengers, only Psybart can dispatch a foe so rapidly with sheer strength alone. Though his girth is at times unwieldy and difficult to bring to bear, it is crippling when it finally connects. When he gains control of a fight, it is over very quickly. His enemies are tossed like rag dolls or impaled on his awesome fists. It's not a pretty sight. After he's finished off yet another challenger, he'll treat you to a victory grunt and a pose down displaying his rippling shoulders! Not to be missed!

Two-Fisted Uppercut.....BUTTON C

Glad the Impaler.....In Close, TOWARD + BUTTON C

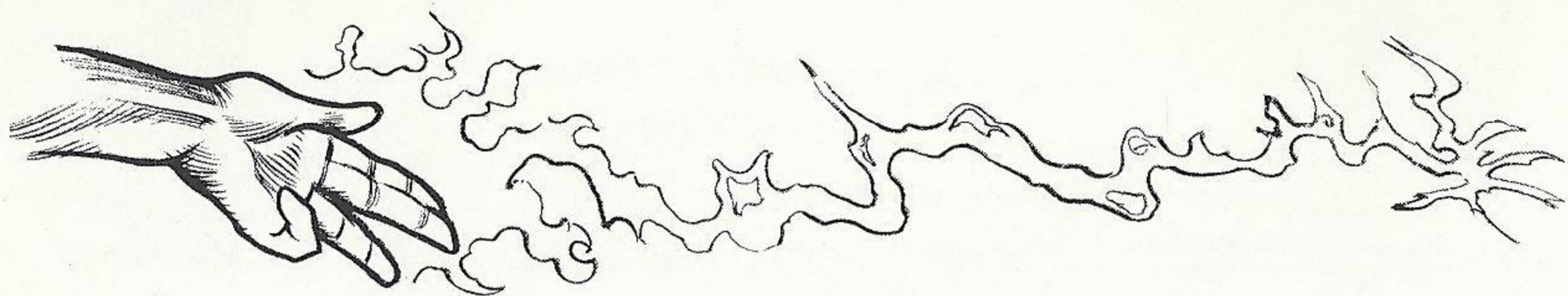
Rag Doll Suplex.....In Close, TOWARD + BUTTON B

Swan Dive of Death.....Jump, DOWN + BUTTON B

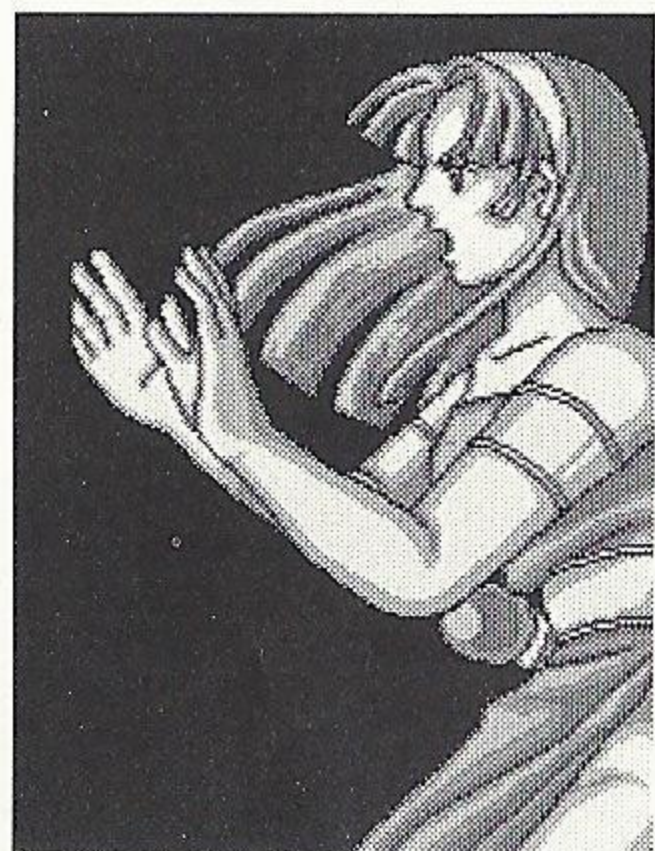
Raging Bull.....Hold AWAY, TOWARD, BUTTON A

Knee Capper.....DOWN + BUTTON B

Slap Upside the Head.....DOWN + BUTTON C



THE REVENGERS OF VENGEANCE, CONTD.



DAKTAR: Deja Vu All Over Again **A Wicked Witch from the West with a** **Personal Score to Settle**

No one is sure when Daktar first came to the Impossible World. There are legends that she simply materialized in a hazy mist that floated in from the sea. Wherever she came from, she is the unchallenged champion of the west. There is little doubt that her mastery of sorcery is without peer, and she is able to defeat much larger and more powerful beings by staying out of their striking distance and dazzling them with spells of every description.

While nearly everything about Daktar is enigmatic, one thing is certain: she's confronted Venum before...and won. It is said that she foresaw Venum's arrival, and that she had warned him not to return. She is determined to personally remind Venum of what happened the last time they met, and has vowed that this time he shall die for his insolence. Pretty strong words to the fiend that has single-handedly torn the Impossible World asunder and defeated nearly all of its heroes. But Daktar speaks them with conviction, and has the stuff to back them up. Can she put Venum in his place again? We can only pray...



Black Magic Woman

Don't let Daktar's small stature and her hard-to-get evasiveness turn you off; when she struts her stuff, there's enough mind-blowing magic for all, and she's usually the one left standing. She's a tough old bird (legend says she's 17,000-years-young) and she's come to kick butt and take names. The victory stance of this leggy, ancient knockout will leave you panting!

Hot Foot....DOWN, AWAY, BUTTON B

Deadly Crescent....DOWN, DOWN TOWARD, TOWARD, BUTTON C

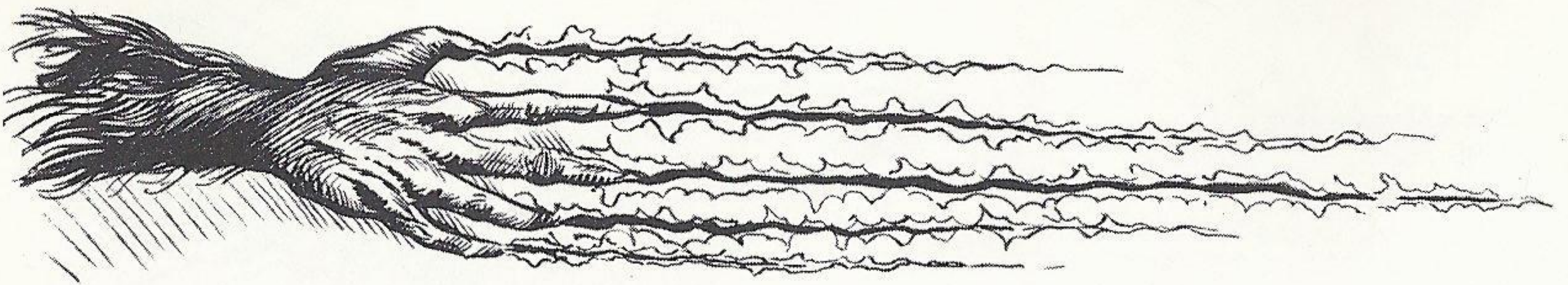
Slap of Degradation....In Close, TOWARD + BUTTON B

Crystal Tower....TOWARD, DOWN, AWAY + BUTTON A

Globe of Pestilence....AWAY, DOWN, TOWARD + BUTTON B

Globe of Invisibility....AWAY, DOWN, TOWARD + BUTTON A

I Sing the Body Electric....Tap BUTTON B Repeatedly



THE REVENGERS OF VENGEANCE, CONTD.



FUCHIDA: Man on a Mission **Incredible Skill and Bravery Facing the Ultimate Challenge**

In a profession that demands excellence in the face of incredible adversity, Fuchida had the amazing good luck to come of age in his world's most adverse and challenging time.

The baby that was to become known as Fuchida was found one morning by Lo, the ninja master, on the training mat of his secret dojo. Lo wasn't sure how Fuchida got there; perhaps he was the child of poor peasants who could ill afford to raise him. It is also possible that Lo made the whole story up as a clever marketing ploy for his dojo. Regardless, Lo chose to raise Fuchida as his own, and began to school him in the ancient art of ninjitsu.

Now fully grown and well-developed, Fuchida must prove that he is worthy of his training. What better challenge than to fight against the greatest evil ever known? And so he sets out, seeking justice for his ravaged world.



Knowing What Cannot Be Known

Ninjitsu. The name alone can strike terror into the heart of the stoutest enemy. It conjures up images of amazing feats of dexterity, stealth, and magic. Fuchida is well-versed in this forgotten art, and his mastery of it will often shock you. Though enemies may parry his swift knife thrusts, he will stymie their attack by becoming a whirlwind or a rolling ball of flame.

Hidden Mace.....Hold TOWARD + BUTTON C

Round Castle.....DOWN + BUTTON C

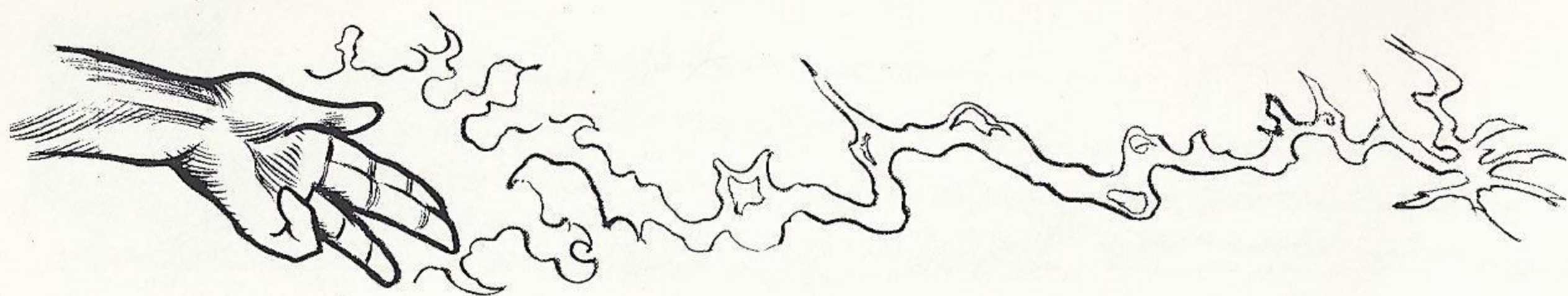
Rolling Fireball.....Hold AWAY, TOWARD + BUTTON C

**Sting of Justice.....DOWN, DOWN TOWARD, TOWARD +
BUTTON C**

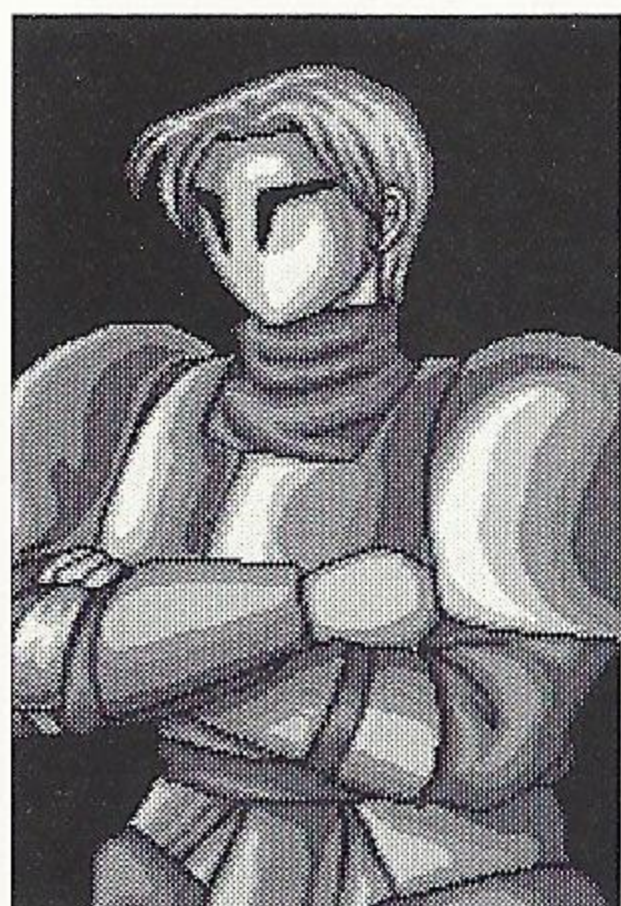
**Electric Shuriken.....DOWN, DOWN TOWARD, TOWARD +
BUTTON B**

Lightning of the Gods.....Hold DOWN, UP + BUTTON A

Tumbling Fury.....Jump, DOWN + BUTTON A



THE REVENGERS OF VENGEANCE, CONTD.



MAGNUS: Who is this Masked Man? Only Through Venum's Defeat Can He Return to His Rightful Form!

No Revenger is as mysterious or has as big a grudge against Venum as Magnus. During some long-ago confrontation when Venum was a minor demon of little consequence, Magnus was forever altered. But how?

The man behind the mask seems to bear no outward scars or ill-effects from the ancient feud. Adept at hand-to-hand combat and with the strength of 10 men, Magnus has the ability to put down the most skilled challenger.

But there is an urgency and immediacy in Magnus' heart that demands retribution, and the return to what he once was. And to do that, he must seek payback in Venum's very chambers or else remain as he is—forever!



The Strong, Silent Type

Magnus is quietly confident in combat. Gaining strength from an understated "Ha!" with each thrust, he commands respect and instills awe. He has no magical powers or complicated moves. He is the pure and simple fighter, who wins with skill and tact. His battle savvy is without peer, and his modest "thumbs-down" dismissal of beaten opponents will have you rooting wildly for this everyman's Revenger!

Neck BusterIn Close, TOWARD + BUTTON B

One-Hand Body SlamIn Close, TOWARD + BUTTON C

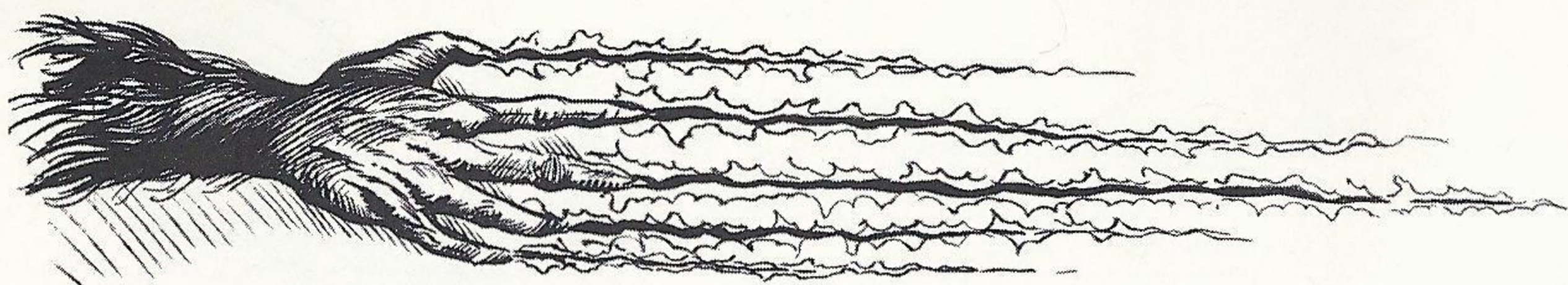
Flying ClotheslineHold AWAY, TOWARD + BUTTON C

Cross CheckHold AWAY, TOWARD + BUTTON A

Atomic ElbowDOWN, TOWARD, UP + BUTTON A

Heart PunchDOWN + BUTTON B

UppercutDOWN + BUTTON C



THE REVENGERS OF VENGEANCE, CONTD.

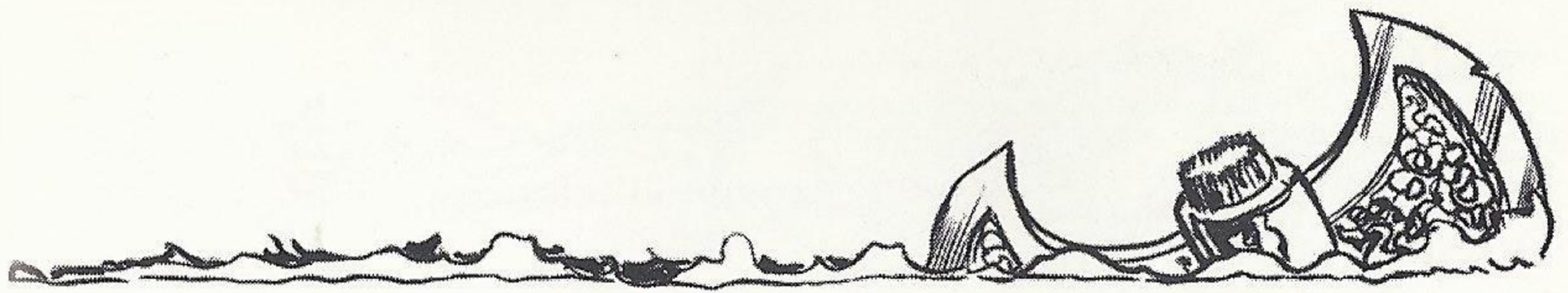


**SARA: You Killed My Teacher!!
Why?! Why?! Why!? Why!?**

**Her Skills are Extraordinary, but She Faces
a Foe of Enormous Magnitude!**

There was a time when the Impossible World was home to incredible martial arts dojos filled with senseis and students of enormous magnitude. Their skills were extraordinary, and they fought tournaments to entertain the crazed masses of the Impossible World. Their incredible skills were never used in earnest—until Venum came. Among the first targets of his legions of demons were the flourishing fighting schools, whose graduates and teachers posed such a great threat to his dominance.

Sara's dojo, the prestigious Kwan School, was attacked and overwhelmed by the demons, who defeated every member of the school—including the revered master. Sara, away at a tournament, came home to find her beloved school in ruins. She rushed to her master's home, but it was too late; he could only warn her that the victorious demon hordes would be back for the survivors, and then expired in her arms. The only one left to carry on the Kwan School's tradition of excellence and pride, Sara fled to a remote seaside retreat to train, knowing that one day it would be she who must avenge this unforgivable act. If she succeeds, she will have earned our everlasting gratitude.



The Gal with the Killer Kata

With a combination of dexterity and the powers of the ancients, Sara can gracefully float about her enemies and then stun them with forceful blows. Spry and light on her feet, this gentle and learned girl has the glint of a ruthless and vicious killer in her eyes. You'll marvel at her lightning strikes and the smooth efficiency of her kata!

Scissor Flip.....In Close, TOWARD + BUTTON C

Handstand Decapitation.....DOWN + BUTTON C

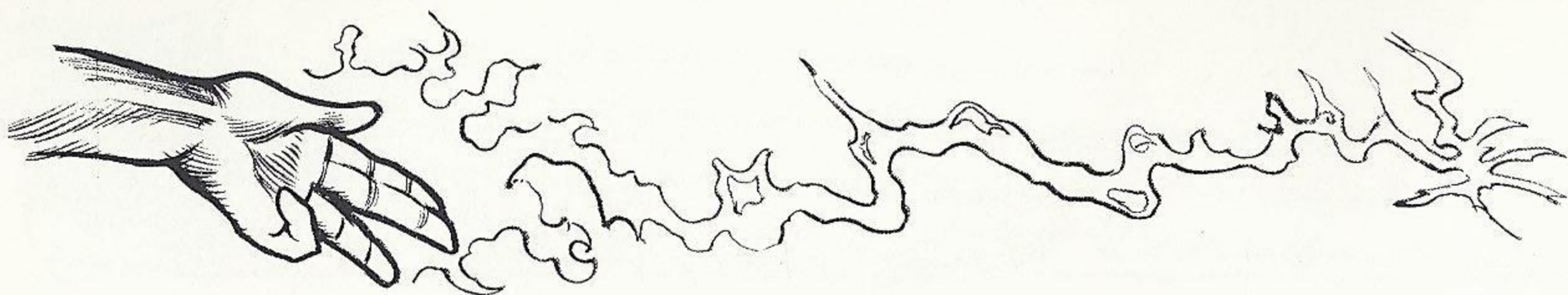
Atomic Knee Blast.....In Close, TOWARD + BUTTON B

**Fist of Flying Fire.....AWAY, DOWN, TOWARD,
BUTTON B**

Reverse Overhead Kick.....AWAY + BUTTON B

Shin Splitter.....DOWN + BUTTON B

**Heli-Chopper.....DOWN, DOWN AWAY,
AWAY, BUTTON A (Close)
DOWN, DOWN AWAY, AWAY,
BUTTON C (Far)**



A NOTE ON MAGICAL ITEMS

During the course of the Quest to Destroy Venum (see page 16), a Revenger can either buy or find Magical Items that, when used, have different effects on game play. They will either positively or negatively impact the performance of the Revenger or his or her opponent. The following is a list of the Magical Items available and their effects:

Fortune Card	Randomly adds to or subtracts from the Revenger's Luck Rating.
HP Ring	Recharges Revenger's Strength Gauge during combat.
Magic Staff	Turns the Revenger's opponent invisible.
Red Scroll	Changes the Revenger into a different Revenger.
Red Ring	Turns both the Revenger and his or her opponent invisible during combat.
Magies Boots	Randomly adds to or subtracts from the Revenger's Speed Rating.
White Scroll	Randomly switches two of the Revenger's rating values.
Yellow Medicine	Reverses the Revenger's D-PAD controls (UP will be DOWN , LEFT will be RIGHT , etc.).
Red Medicine	Randomly adds to or subtracts from any of the Revenger's rating values.



CREDITS

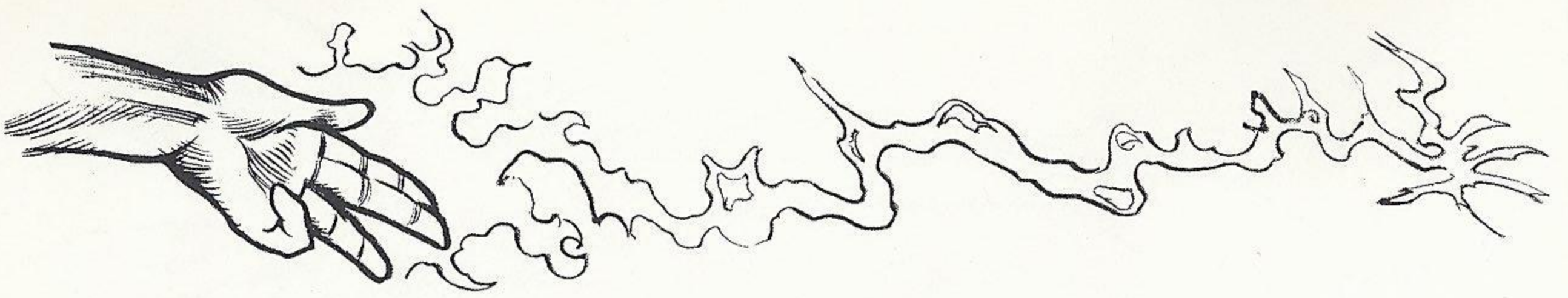
Game Design, Produced and Converted By:
Micronet Co., Ltd.

Manual and Package Design By:
Mike Buchman

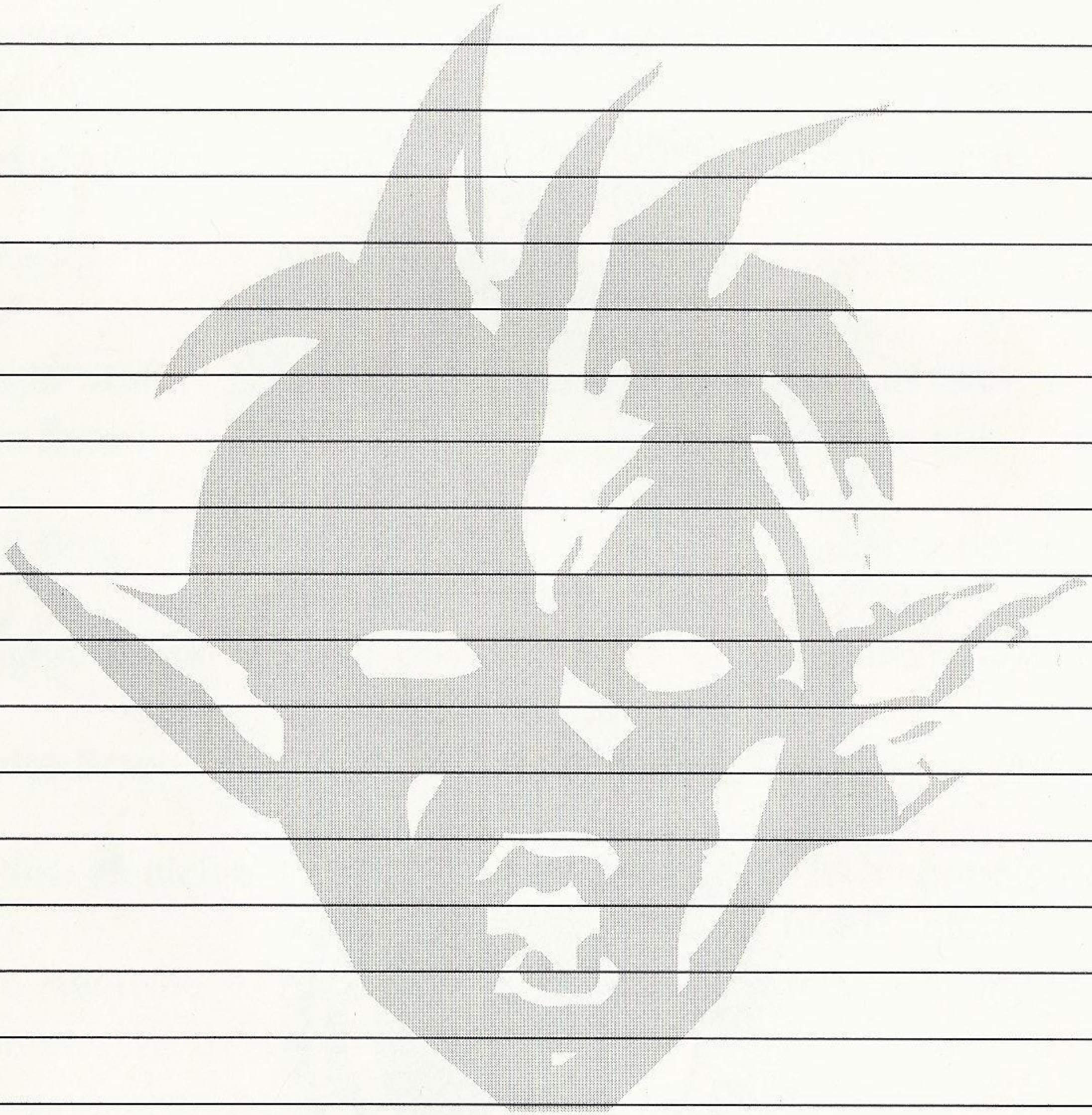
Additional Art By:
Dan Peters

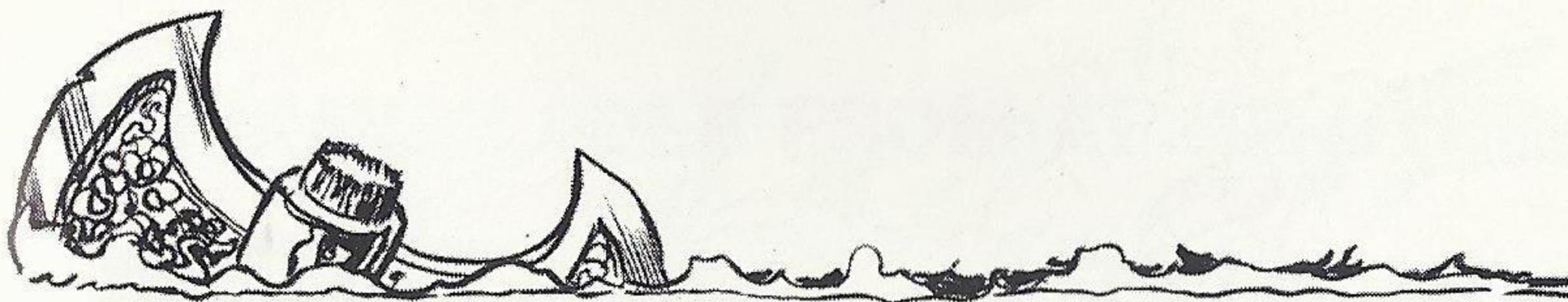
Manual By:
Brian English

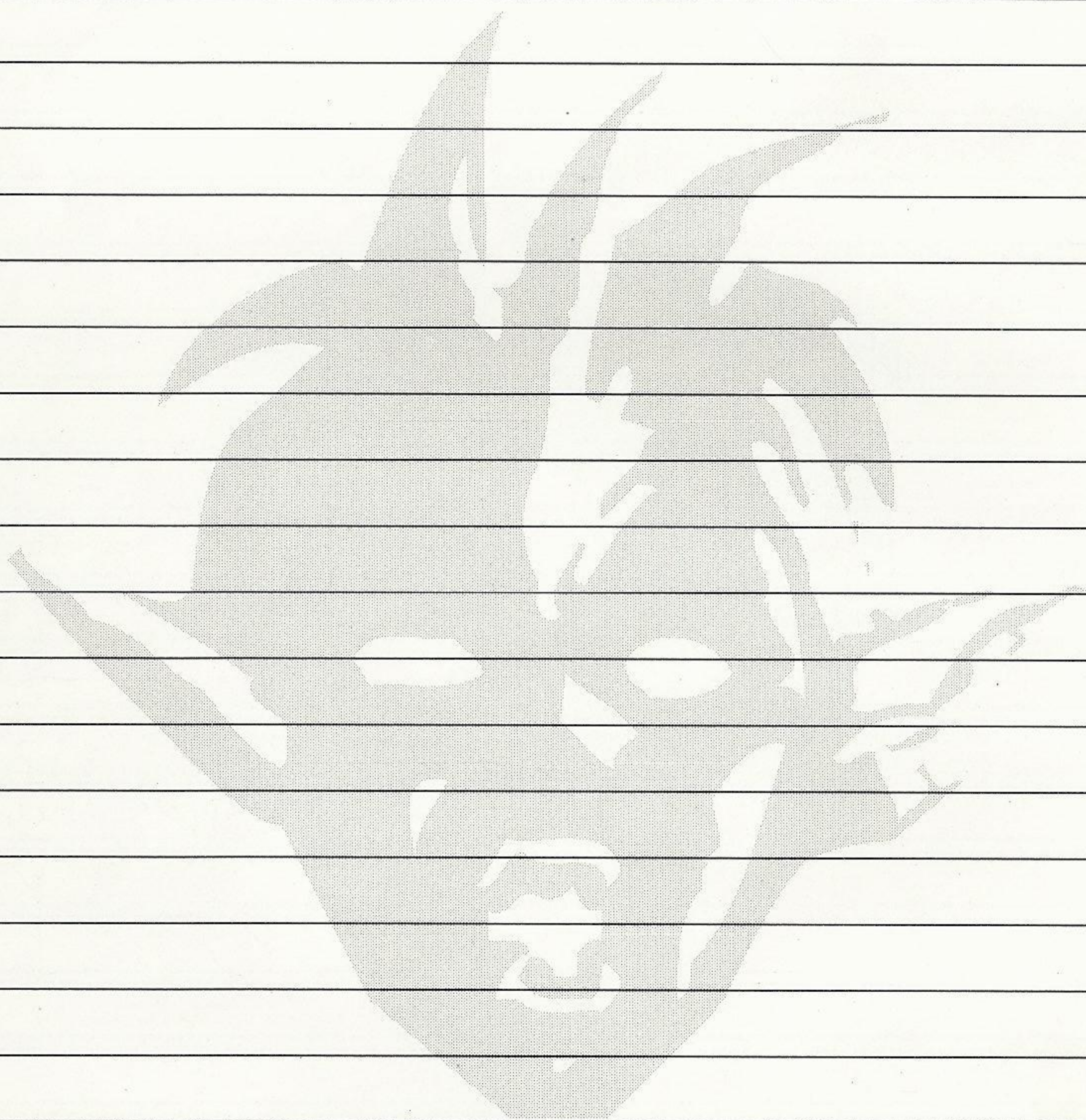
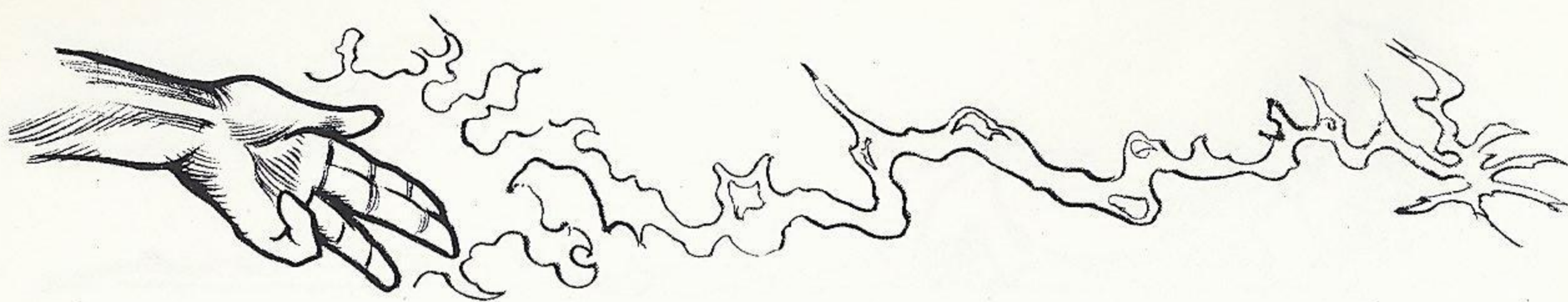




NOTES OF VENGEANCE





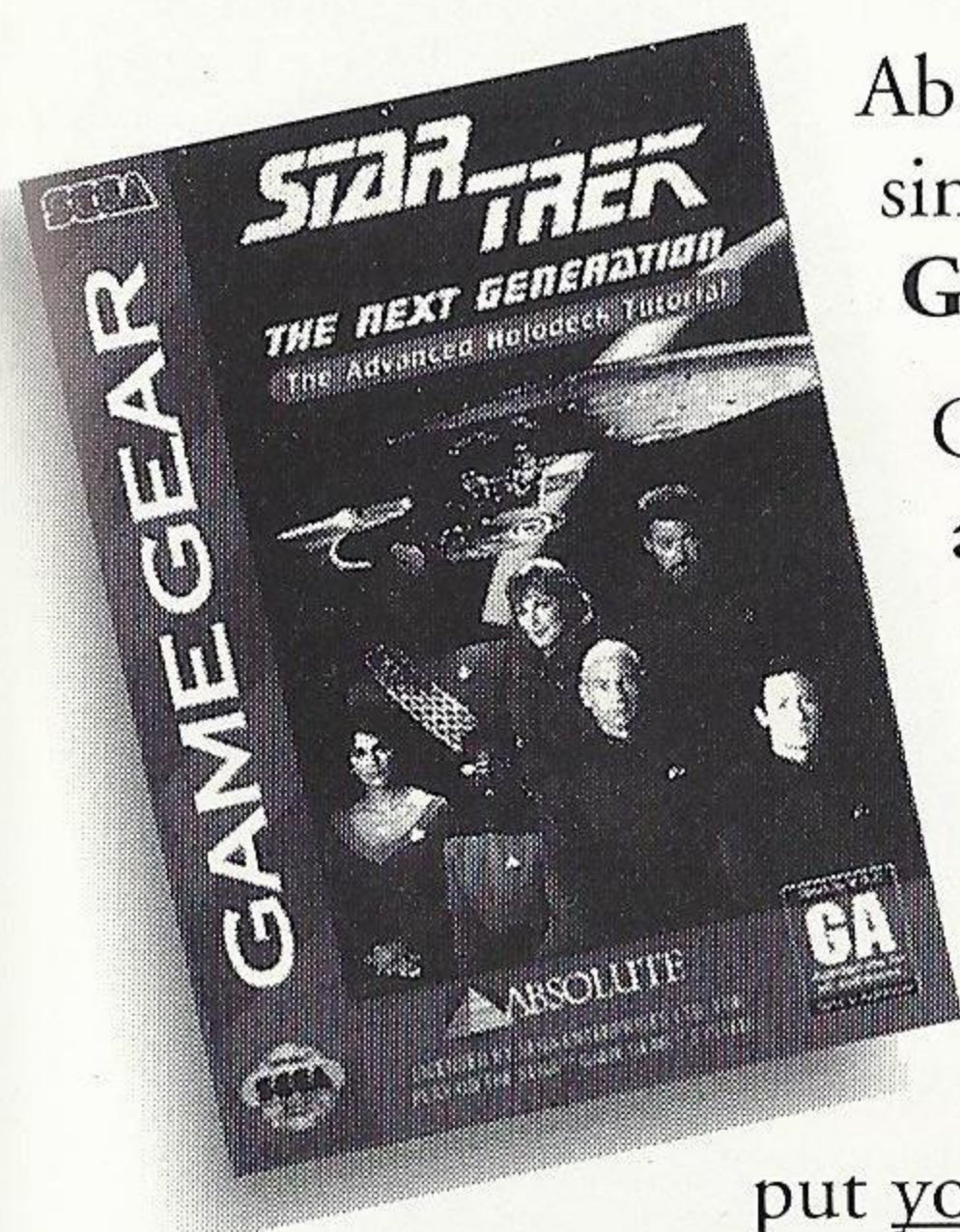


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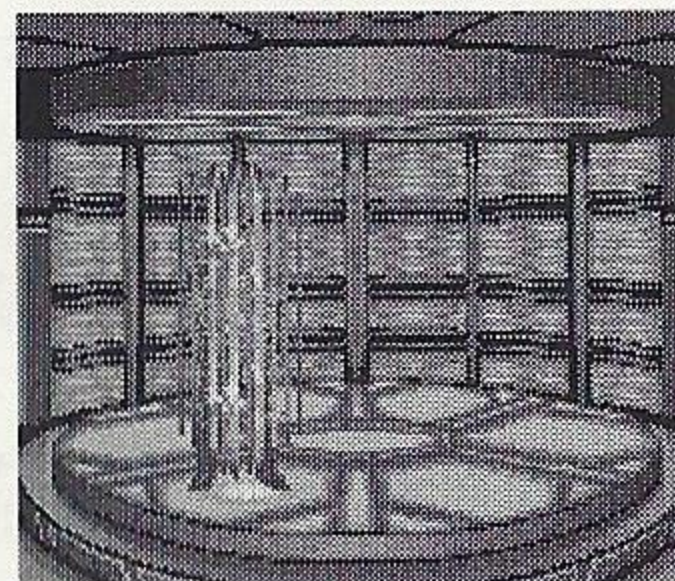
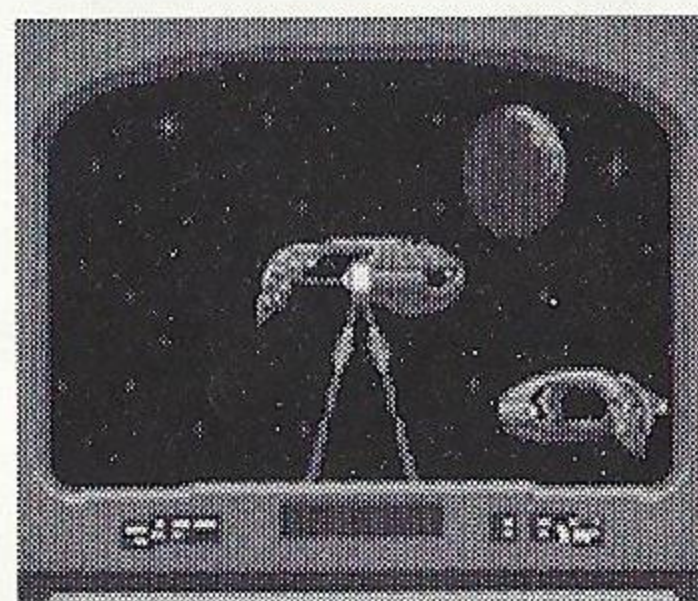
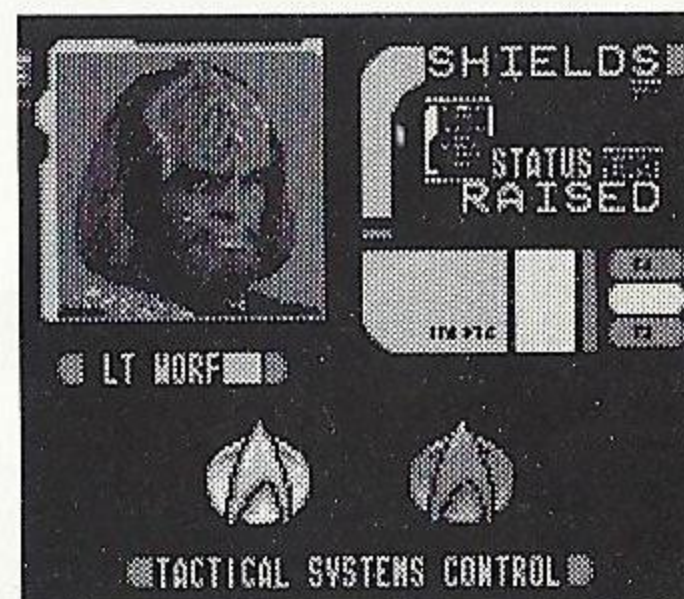
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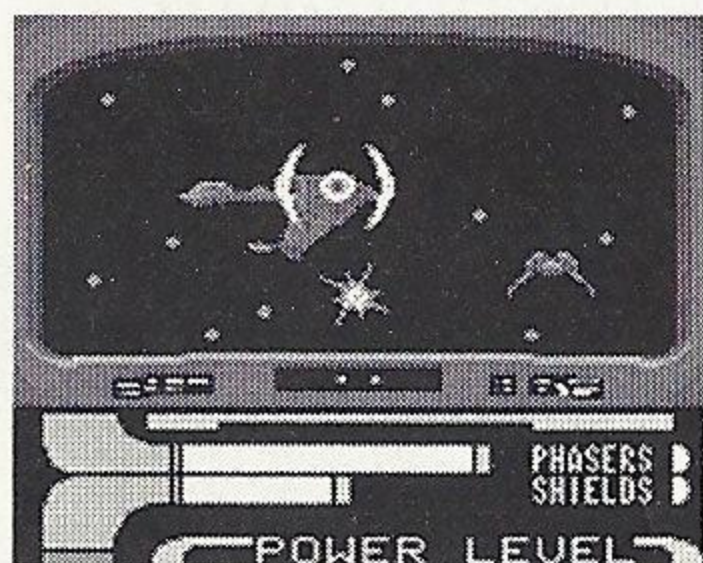
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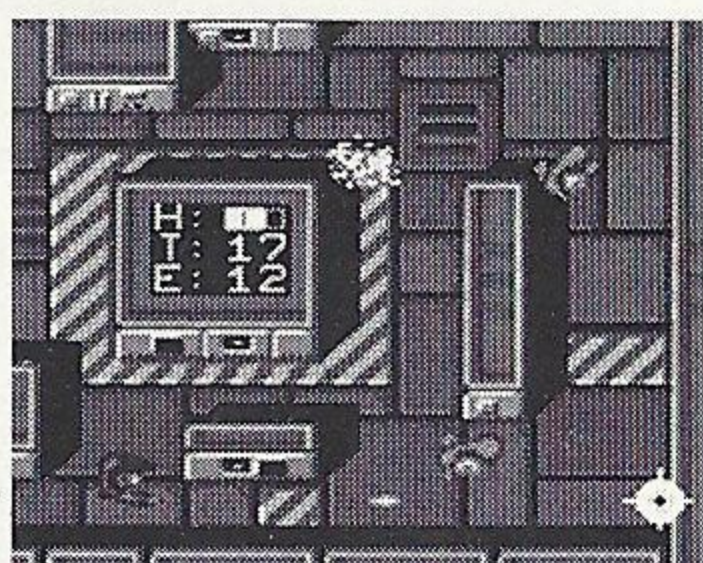
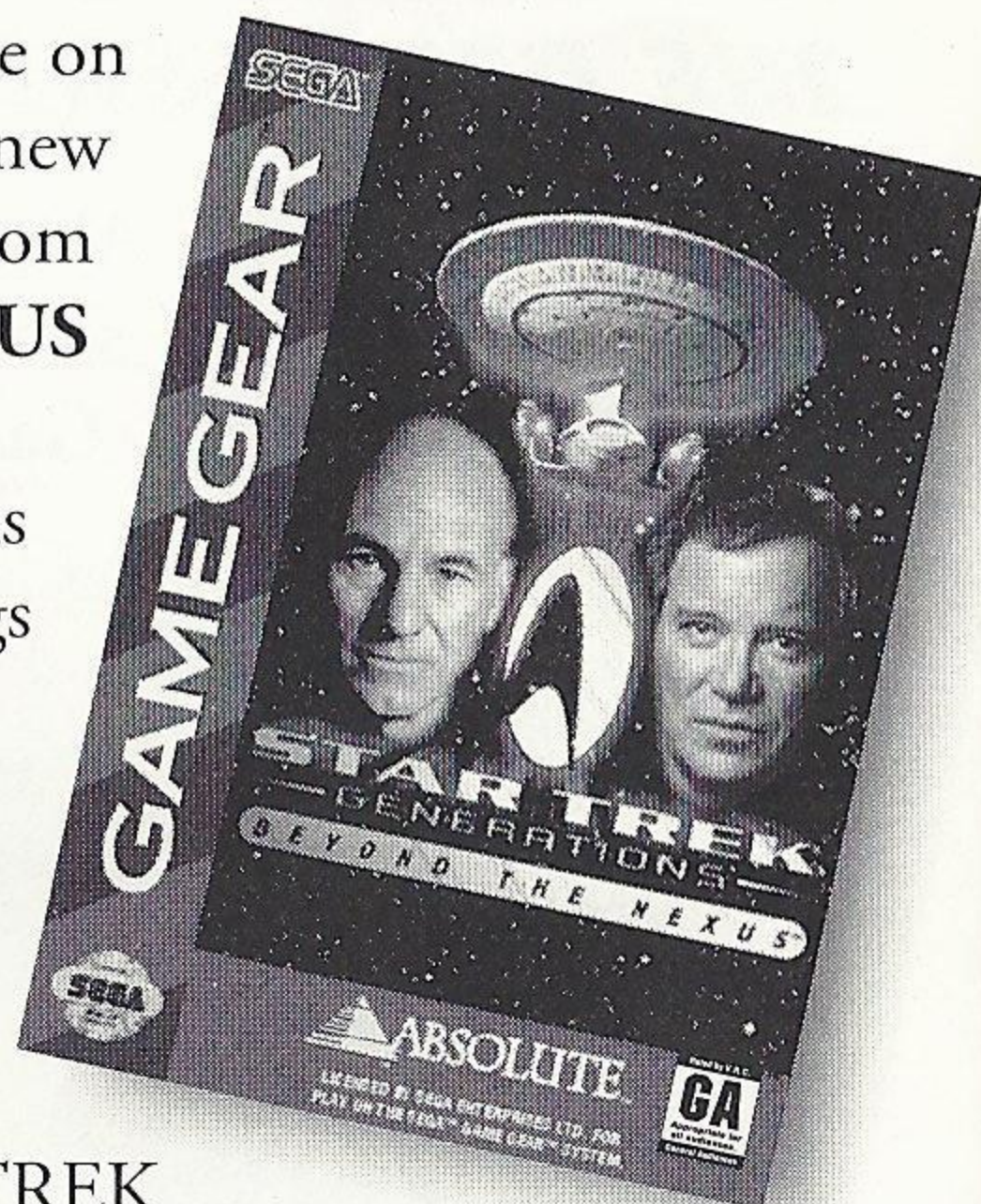
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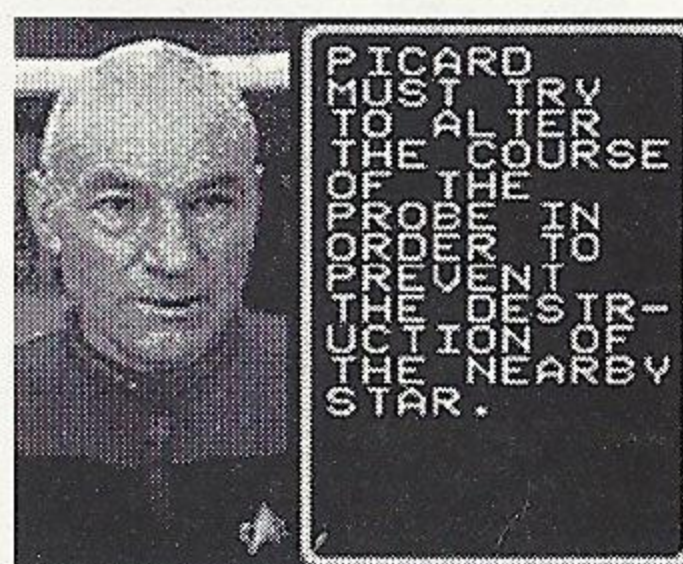
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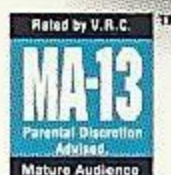
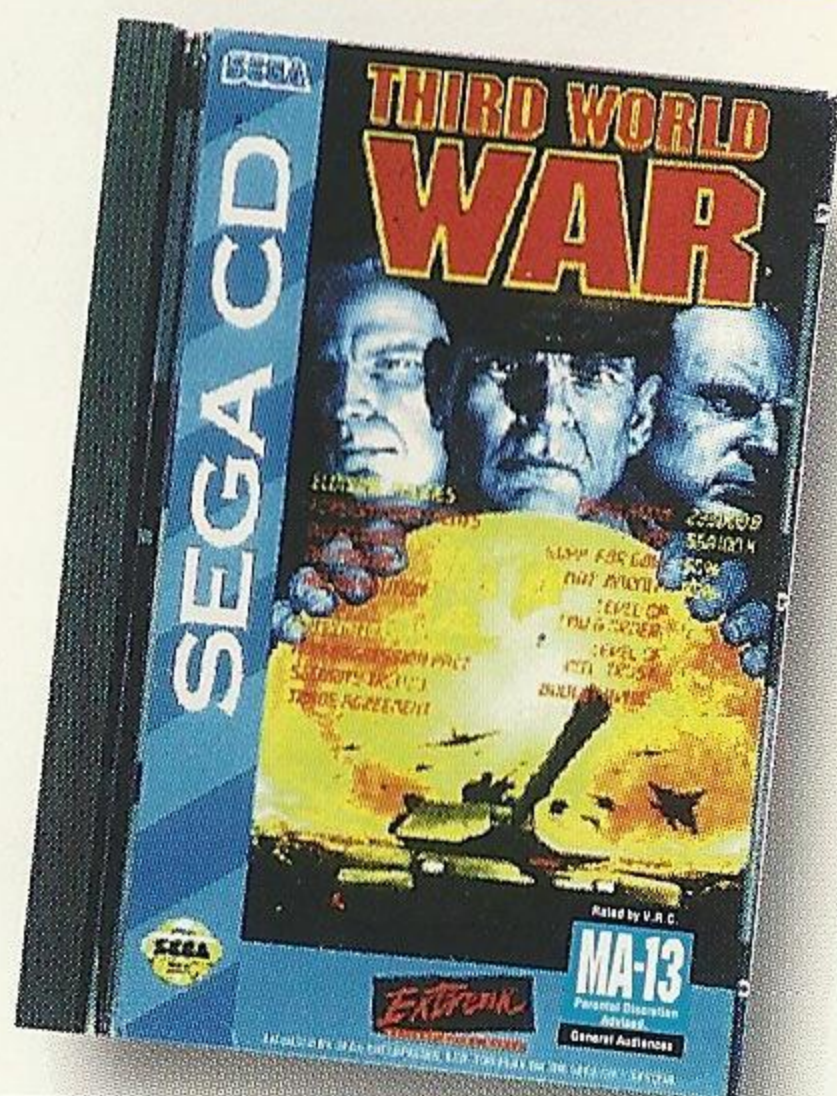
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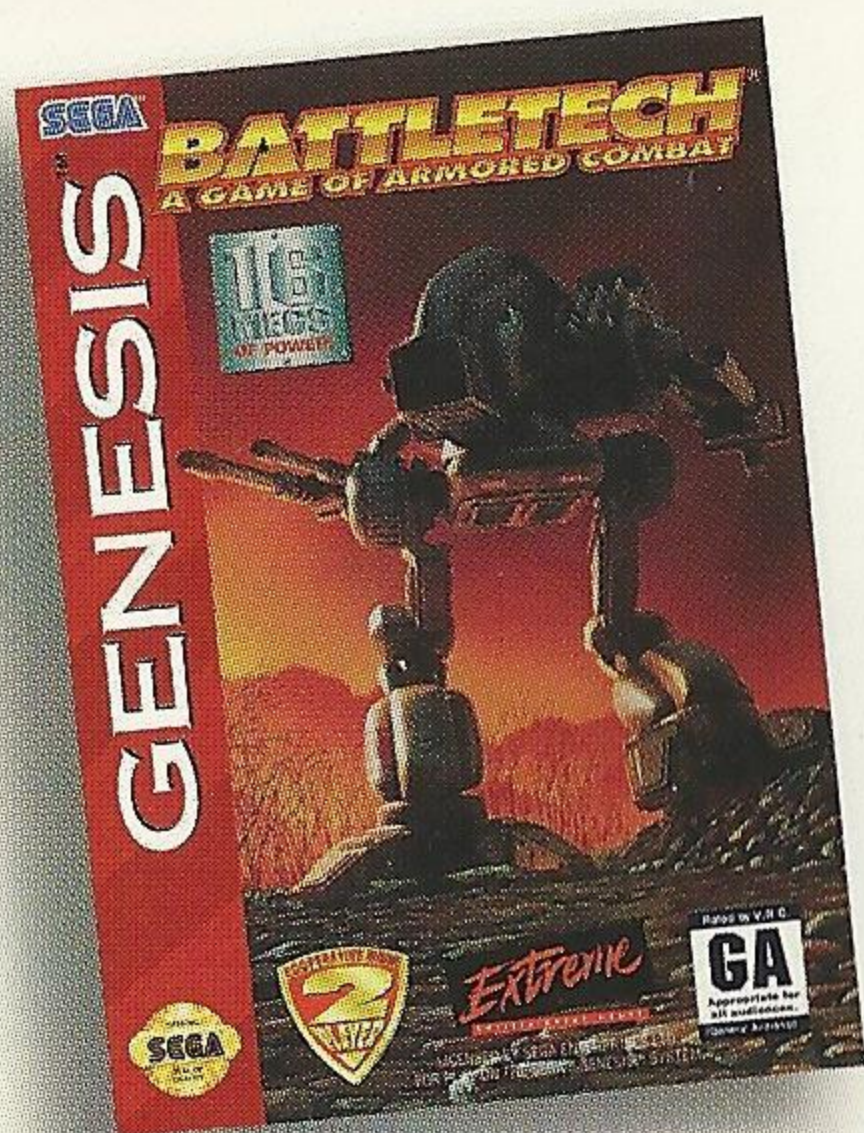
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